



## PRIMA OFFICIAL GAME GUIDE

WRITTEN BY

**MICHAEL LITTLEFIELD**



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2008 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is an imprint of Random House, Inc.

Senior Product Manager: Donato Tica  
Associate Product Manager: John Browning  
Design and Layout: Calibre Grafix  
Manufacturing: Suzanne Goodwin  
Digital Product Manager: Alexis Scheuble

The author and Prima would like to thank:

Phill Ring, Marc Bolling, Andrea Shochet, John Morgan, Gary Collins, and Luke Cashmore.

LEGO BATMAN: THE VIDEOGAME Software © 2008 TT Games Publishing Ltd. All other trademarks and copyrights are the property of their respective owners. All rights reserved. LEGO, the LEGO logo and the Minifigure are trademarks of the LEGO Group. © 2008 The LEGO Group. All Rights Reserved. BATMAN and all related characters and elements are trademarks of DC Comics © 2008. All Rights Reserved.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit [www.esrb.org](http://www.esrb.org). For permission to use the Ratings icons, please contact the ESA at [esrblicenseinfo.com](mailto:esrblicenseinfo.com).

### Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 978-0-7615-6047-0



### MICHAEL LITTLEFIELD

**Michael Littlefield**

has been a part of the Prima organization since 1999 working first



as an editor and then as an in-house author until 2003. Starting in 2004 Michael became a freelance author and has authored such titles as *Leisure Suit Larry: Magna Cum Laude*, *America's Army: Rise of a Soldier*, and *LEGO Star Wars: The Complete Saga*. Michael attended Chico State for a BA in English and Sacramento State for his teaching credential and MBA. When not teaching people how to beat evil bosses and find hidden loot, he can be found teaching students how to read and write.

### Prima Games

An Imprint of Random House, Inc.

3000 Lava Ridge Court, Suite 100  
Roseville, CA 95661  
[www.primagames.com](http://www.primagames.com)

## CONTENTS

LEGO BATMAN INTRODUCTION .....	4	PENGUIN'S LAIR.....	56
GOTHAM BASICS.....	4	MISSION BRIEFING.....	56
GOTHAM INHABITANTS .....	7	JOKER'S HOME TURF.....	59
TRANSPORTATION .....	11	MISSION BRIEFING.....	59
BASE OF OPERATION .....	19	LITTLE FUN AT THE BIG TOP .....	64
		MISSION BRIEFING.....	64

## HERO MISSIONS

YOU CAN BANK ON BATMAN.....	20	FLIGHT OF THE BAT .....	68
MISSION BRIEFING.....	20	MISSION BRIEFING.....	68
AN ICY RECEPTION.....	23	IN THE DARK NIGHT .....	71
MISSION BRIEFING.....	23	MISSION BRIEFING.....	71
TWO-FACE CHASE.....	27	TO THE TOP OF THE TOWER .....	76
MISSION BRIEFING.....	27	MISSION BRIEFING.....	76
A POISONOUS APPOINTMENT .....	30		
MISSION BRIEFING.....	30		
THE FACE-OFF.....	35		
MISSION BRIEFING.....	35		
THERE SHE GOES AGAIN.....	40		
MISSION BRIEFING.....	40		
BATBOAT BATTLE .....	44		
MISSION BRIEFING.....	44		
UNDER THE CITY .....	47		
MISSION BRIEFING.....	47		
ZOO'S COMPANY .....	52		
MISSION BRIEFING.....	52		

## VILLAIN MISSIONS

THE RIDDLER MAKES A WITHDRAWAL.....	80
MISSION BRIEFING.....	80
ON THE ROCKS .....	83
MISSION BRIEFING.....	83
GREEN FINGERS.....	87
MISSION BRIEFING.....	87
AN ENTERPRISING THEFT .....	92
MISSION BRIEFING.....	92
BREAKING BLOCKS.....	97
MISSION BRIEFING.....	97
ROCKIN' THE DOCKS .....	101

MISSION BRIEFING.....	101
STEALING THE SHOW.....	105
MISSION BRIEFING.....	105
HARBOURING A GRUDGE .....	108
MISSION BRIEFING.....	108
A DARING RESCUE .....	111
MISSION BRIEFING.....	111
ARCTIC WORLD .....	116
MISSION BRIEFING.....	116
A SURPRISE FOR THE COMMISSIONER.....	120
MISSION BRIEFING.....	120
BIPLANE BLAST .....	125
MISSION BRIEFING.....	125
THE JOKER'S MASTERPIECE.....	129
MISSION BRIEFING.....	129
THE LURE OF THE NIGHT .....	133
MISSION BRIEFING.....	133
DYING OF LAUGHTER .....	137
MISSION BRIEFING.....	137
BONUS MISSIONS AND MATERIAL .....	140
XBOX 360 ACHIEVEMENTS .....	141





# LEGO BATMAN INTRODUCTION

Welcome to *LEGO Batman: The Videogame*! This is your official guide to your new and exciting adventure. Play as the crime-fighting duo Batman and Robin, and use their many unique fighting suits to stop evil villains from taking over Gotham City. Of course, you are not alone in your fight, as there are a few other super heroes, such as Batgirl and Nightwing, who are willing to join the cause.

But sometimes being bad feels so good. When you get the itch to be a little bit naughty and wreak a little havoc for those goody-goody super heroes, you can play as one of the many super-villains in the game, such as the Joker or the Scarecrow. The game has many of your favorite villains to choose from — all in LEGO form.

In addition to the many unique characters, you also get the chance to use some really cool vehicles. Race through the streets of Gotham in the Batmobile or fly through the night sky in the Batwing. As you progress through the game, more and more vehicles and characters will be at your disposal.

Whether you are playing as a hero or a villain, make sure you have fun on your adventure! This guide will help you locate all the hard-to-find goodies hidden throughout the game. Good luck!



## GOTHAM BASICS

The mean, dark streets of Gotham are no place for amateurs. The place will eat you up, spit you out, then eat you up again if you aren't careful. You must be prepared if you're going to survive. Read over these game basics, because one day they may save your little LEGO life.

### GAME MODES

#### STORY MODE

When you first play a level, you do so in Story Mode, where you follow the story line of the game. This means you can use only the characters and suits that the game dictates. Unfortunately, this also means that you usually won't be able to go everywhere in a level or collect everything you need to fully complete a level. Certain areas are only accessible by certain characters or suits that you might not have at your disposal. However, one of the great things about Story Mode is following along with the fantastic story and getting to see the humorous cutscenes of your favorite characters.

#### FREE PLAY MODE

After you play a level in Story Mode, you can unlock it to play in Free Play Mode. Go back anytime you want and replay the level with any character or suit that you have unlocked or purchased. After selecting Free Play Mode, you can select any character and the game will automatically choose the rest of the party for you. During the course of the level, you can switch out to any of these characters whenever you want. The game will pick characters that have different skills, if possible, such as someone with superstrength and someone with super-jumping ability. In this mode, make sure you have a wide variety of characters and have all the abilities available to you in a mission so you can go everywhere and collect everything the first time through.



# CHARACTER ABILITIES

## FIGHTING



They don't call it fighting crime for nothing. You must know how to defend yourself as well as punish your enemies throughout your adventure. Different characters have different forms of attack. Batman and

Robin can get in close to give their enemies a POW and a BAM to knock them into little LEGO pieces, or they can throw a Batarang from a distance to do the damage. Other characters can use weapons such as a whip and guns.

For more information on unique character abilities, check out the character section later in this guide.

## TAGGING

Because two is better than one, you will often need your partner's help during your adventures, due to the special characteristics of each character. Simply tag over to your partner to take control of them.

You can tag back and forth between characters as often as you see fit and whenever the situation calls for it. The game has many instances where you must have one character do one thing while you tag over to the other to do something else in order to continue.



# ENVIRONMENT

## GRAPPLE AREAS



When Batman needs to reach a higher ledge, nothing works better than a grapple area. Stand in the grapple circle and grapple upward.

## ZIP LINES



To move horizontally from building to building, you must find a zip line. Just grab on to the line and either crawl or hop along to the next area, depending on your character.

## TURNSTILES

Sometimes you will encounter green-and-red turnstiles. Push on the green side to spin it around, which will move something else close by. Continue to push until the turnstile completely stops. To reverse what you did, just push on the red side.



## BREAKING STUFF



A lot of the LEGO equipment found in the different levels is just waiting to be destroyed. Whether you use your fists, a Batarang, a whip, or a gun, destroy everything you can, because you will be rewarded with studs

and other hidden goodies. Such destructible objects include lights, containers, pictures, plants, windows, and so on.

## BUILDING STUFF

During your adventure, you will encounter LEGO pieces bouncing on the ground. That means they are ready to be assembled into something you can use or destroy. Sometimes these bouncing LEGOs are hidden in equipment that you must break apart first.





## SPECIAL ITEMS



Hidden throughout many levels of the game are special items you must find or destroy. Some items, such as large carrots, are hidden underneath other objects that you must destroy first. Other objects such as igloos are in plain

sight. After you discover one of these items, you will be notified how many are left to find in the area. After locating all the special items on a level, you receive a LEGO canister.

## ITEMS

There are many different items to collect throughout the game. Some will increase your wealth or your health, and some will help you unlock hidden extras. Keep your eyes peeled, because you never know where you will find hidden items.

## LEGO STUDS

There are four different kinds of LEGO studs to collect, and each has a different value. Silver studs have a value of 10, gold studs have a value of 100, blue studs have a value of 1,000, and purple studs have a value of 10,000. Silver and gold studs are all over the place, but the blue and purple studs are more rare; when you find them, collect them immediately.



As you collect studs, your total grows, allowing you to buy certain items. After you collect studs, return to the Batcave and access the Batcomputer. There you can purchase new characters as well as hints and extras. Some things have a high stud price, so save up for the items you really want.

## HEARTS



As you play along in your adventure, you are bound to take some damage and lose some health, which is represented by a heart meter in the screen's top left corner. Luckily, as you defeat enemies or destroy objects, red

hearts will be left behind. Pick them up; each one restores one of your hearts if you are missing any. Once your heart meter is full, you cannot add more hearts to your total.

## LEGO CANISTERS



Each level has 10 LEGO canisters hidden throughout. Many are hard to find and require a lot of effort and strategy to acquire. You must play through a level more than once if you want to collect them all. As you collect the

canisters, a Minikit model starts being built in either the Batcave (Hero levels) or Arkham Asylum (Villain levels), depending on what levels you found the canisters in. After you collect all 10 of a level's LEGO canisters, the model for that level will be complete.

## RED POWER BRICKS

Each level has one red power brick hidden somewhere. They are usually harder to find and harder to acquire than the LEGO canisters, but if you can find them, they unlock some cool bonus features and extras back in the Batcave.



## SAVING LIVES



Throughout your adventures, you will come across numerous civilians in distress, and it is up to you to help them. That means giving some goons a beat-down. As soon as you dispose of the bad guys, you successfully save a life.

## DRIVING VEHICLES



Scattered throughout Gotham City are many abandoned vehicles. When you find one of these, feel free to jump in and take it for a ride. Some of these vehicles can help you access hard-to-reach places and can smash indestructible items.



# GOTHAM INHABITANTS

There are many exciting and colorful characters in the world of Batman. Some are good, some are bad, and some are downright ugly. (Sorry, Clayface!) But many of these unique characters have special abilities that set them apart from the rest—for example, the Joker's electric hand buzzer restarts old generators to activate nearby equipment, and Killer Croc's superstrength allows him to move extremely heavy objects. There are many times throughout the game when you will need to use these abilities, especially if you want to find all the hidden goodies. Familiarize yourself with all the different characters and all the different abilities you must use during your adventure.

## SPECIAL ABILITIES

**ENERGY PRODUCER:** CAN PRODUCE ENERGY TO RESTART ELECTRICAL GENERATORS

**SUPER-JUMP:** CAN JUMP HIGHER THAN AVERAGE CHARACTERS

**SUPERSTRENGTH:** ABLE TO MOVE LARGE OBJECTS

**TOXIC RESISTANCE:** CAN MOVE THROUGH TOXIC GAS OR LIQUID WITHOUT DAMAGE

**EXPLOSIVE CAPABILITY:** CAN PRODUCE EXPLOSIVE DEVICES

**MIND CONTROL:** CAN CONTROL THE MINDS OF OTHER CHARACTERS WHO HAVE A QUESTION MARK OVER THEIR HEADS

**FLIGHT ABILITY:** CAN GLIDE THROUGH THE AIR FOR A SHORT DURATION

**SECURITY BYPASS ABILITY:** CAN ACCESS SECURITY PANELS TO GET INTO SECURE LOCATIONS

**GRAPPLE HOOK ABILITY:** CAN USE GRAPPLING HOOKS WHEREVER A GRAPPLING AREA IS FOUND

**FREEZE ABILITY:** CAN FREEZE OBJECTS

**PLANT ABILITY:** CAN GROW PLANTS AT AN ACCELERATED RATE

## THE GOOD

When Gotham City is in trouble, it looks for help. Fortunately there are plenty of good guys to lend a hand who just happen to have enough skill and special abilities to clean up this town.

### BATMAN

ABILITIES: GRAPPLE HOOK  
SUIT SELECTION

- **Glide Suit:** This allows you to fly through the air for a short duration while sinking lower and lower.
- **Demolition Suit:** This allows you to place multiple explosive devices and then detonate them at will.
- **Heat Protection Suit:** This allows you to withstand extreme heat, especially from red-hot pipes.
- **Sonic Suit:** This allows you to shatter glass into tiny pieces, destroying windows, doors, and skylights.



### ROBIN

ABILITIES: GRAPPLE HOOK  
SUIT SELECTION

- **Magnet Suit:** This allows you to walk slowly along metal surfaces—up, down, or sideways.
- **Attract Suit:** This allows you to use a suction gun to vacuum up small LEGO bits that you can then deposit into an Attracto container.
- **Water Suit:** This allows you to dive deep beneath the water, where no one else can go.
- **Technology Suit:** This allows you to access green technology panels to control nearby machinery.



**ALFRED**

NO SPECIAL ABILITY



**COMMISSIONER GORDON**

NO SPECIAL ABILITY



**BRUCE WAYNE**

NO SPECIAL ABILITY



**BATGIRL**

BATMAN SUIT ABILITY



**NIGHTWING**

ROBIN SUIT ABILITY



## THE BAD

Life in Gotham City would be so boring if someone wasn't trying to blow something up or steal something. Besides, our super heroes would be out of work if there weren't bad people doing bad deeds.

**BANE**

SUPERSTRENGTH  
TOXIC RESISTANCE



**CATWOMAN AND  
CATWOMAN (CLASSIC)**

SUPER-JUMP  
SECURITY BYPASS ABILITY



**CLAYFACE**

SUPERSTRENGTH  
SUPER-JUMP



**HARLEY QUINN**

SUPER-JUMP  
SECURITY BYPASS ABILITY



**HUSH**

MIND CONTROL  
SECURITY BYPASS ABILITY



**KILLER CROC**

SUPERSTRENGTH  
TOXIC RESISTANCE





## GOTHAM INHABITANTS

INHABITANTS



### KILLER MOTH

FLIGHT ABILITY



### THE MAN-BAT

FLIGHT ABILITY

### THE MAD HATTER

MIND CONTROL  
SECURITY BYPASS ABILITY

### MR. FREEZE

SUPERSTRENGTH  
FREEZE ABILITY  
TOXIC RESISTANCE



### RĀ'S AL GHŪL

NO ABILITY



### POISON IVY

SUPER-JUMP  
PLANT ABILITY  
TOXIC RESISTANCE  
SECURITY BYPASS ABILITY



### THE SCARECROW

MIND CONTROL  
SECURITY BYPASS ABILITY



### THE JOKER AND THE JOKER (TROPICAL)

ENERGY PRODUCER  
TOXIC RESISTANCE



### THE PENGUIN

FLIGHT ABILITY  
EXPLOSIVE CAPABILITY



### THE RIDDLER

MIND CONTROL  
SECURITY BYPASS ABILITY



### TWO-FACE

TOXIC RESISTANCE

## THE NOT IMPORTANT ENOUGH TO HAVE A NAME

Every super hero needs some no-name thug to fight while the super-villain tries to stay out of harm's way, and every super-villain needs some no-name civilian to antagonize until a hero forces them to stop. These are those unfortunate characters caught in the middle of the fight between good and bad.



POLICE MARKSMAN



FISHMONGER



MILITARY POLICEMAN



SECURITY GUARD



S.W.A.T.



SCIENTIST



SAILOR



POLICE OFFICER



POISON IVY GOON



ZOO SWEEPER



FREEZE GIRL



YETI



RIDDLER GOON



RIDDLER HENCHMAN



PENGUIN GOON



PENGUIN HENCHMAN



PENGUIN MINION



JOKER GOON



JOKER HENCHMAN



CLOWN GOON

## CREATE A CHARACTER



In Arkham Asylum, you have the ability to create your own super hero and super-villain. Mix and match different parts to make unique and horrific creations.





# TRANSPORTATION

Sometimes it's not where you go, but how you get there that really matters. And if you are Batman and Robin, you usually need to get places in a hurry! Luckily, during your adventure, you'll have plenty of opportunities to pilot many unique and exciting craft, whether you are skimming across the surface of a harbor in your Batboat or racing through the streets of Gotham in your Batmobile.

## AIR ASSAULT

### BATCOPTER

Though not built for speed, the Batcopter is one vehicle our super heroes can use to fly through the night sky in search of exacting justice on the bad guys with its powerful guns. It is also equipped with a tow cable you can use to grab and carry bombs in order to blow up hard-to-destroy objects.



### BATWING

The Batwing cuts through the night sky in search of evildoers doing, well, evil. This craft is fast and has the firepower to drop any opponent. It can also pick up missiles from missile dispensers.



### BRUCE WAYNE'S PRIVATE JET

Unfortunately, this jet has no firepower. However, the good news is it is fast, so hopefully you can get out of the way when turret guns start blasting you.





### GOON HELICOPTER

This aircraft isn't as fancy as some of the others, but it can still carry bombs just like any other helicopter.



### HARBOUR HELICOPTER

This vehicle can fly through the air attacking any enemies in the way and can stay in a stable position.



### THE JOKER'S HELICOPTER

The Joker's Helicopter is no laughing matter. It is deadly and dangerous and can rain shots down on any enemy. It has the added benefit of being able to drag bombs through the air.



### POLICE HELICOPTER

The good guys need an eye in the sky if they are going to catch the bad guys. Luckily, this helicopter can also access the bomb dispenser and can drag bombs to needed locations.



### THE RIDDLER'S JET

This jet is super-fast and has enough firepower to get the job done. You'll travel in style while blowing your enemies out of the sky.



### THE SCARECROW'S BIPLANE

This biplane is used to spread fear and destruction through the city of Gotham. Armed with some high-powered weapons, it is also perfect to shoot other planes out of the sky.

## SEA ASSAULT

### BATBOAT

This vehicle is Batman's main mode of transportation on the water. Not only does it look cool and have plenty of firepower, but you can also tow bombs with it. Send those bombs into hard-to-break objects.



### KILLER CROC'S SWAMP RIDER

If you need to move quickly across the water, this watercraft is the solution. Light and nimble, it can go almost anywhere, especially through toxic waste.





### THE MAD HATTER'S STEAMBOAT

This craft is very large and slow. To make matters worse, it can't fire any weapons. The only good thing is that you can smash into objects to destroy them.

### MR. FREEZE'S ICEBERG

This is a very powerful craft that can shoot out icy blasts that freeze your enemies. An added bonus is that it can move through toxic waters without taking damage.



### PENGUIN GOON SUBMARINE

This craft looks and feels just like the Penguin's, only it's smaller; however, it can still submerge to get to those hard-to-reach places.



### THE PENGUIN'S SUBMARINE

Use this special craft to speed along the water and to submerge beneath the surface, allowing you to escape enemies or go under obstacles.





## POLICE BOAT

The standard watercraft of the police, it has plenty of firepower to sink any ships that consider breaking the law.



## POLICE WATERCRAFT

This vessel is a smaller vehicle the police use to move through the water quickly. It has enough firepower to turn other vehicles into debris.



## ROBIN'S SUBMARINE

Sometimes the good guys need to disappear for a little while, and that is when this vehicle comes in handy. If your path is blocked, try going underwater where there might be a hidden path.



## ROBIN'S WATERCRAFT

This craft is light and nimble and is perfect for cutting through the water to avoid enemy fire. It might be small, but it has plenty of firepower, including normal guns and special torpedoes.

## TUGBOAT

Avoid this slow and defenseless craft at all costs; otherwise, you will be sleeping with the fishes in no time.

## LAND ASSAULT



### BATCYCLE

The Batcycle is quick and nimble, allowing you to get out of harm's way in a hurry. And when the going gets tough, its blasters can assail your foes. As an added bonus, it is equipped with a tow cable to tow cars and bombs.



### BATMOBILE

The Batmobile is a large and impressive vehicle. It is Batman's main form of transportation around the streets of Gotham. It is armed with blasters to take out most enemies. In addition, you can use its tow cable to drag bombs to blow really hard-to-move objects out of the way.

### CATBIKE

Catwoman likes the feel of the air rushing through her ripped leather outfit as she speeds around on her purple bike. But don't underestimate her vehicle, because it is equipped with guns to blast anyone who gets in her way, and it has a tow cable.



### GARBAGE TRUCK

This large, slow-moving vehicle makes a big target for your enemies. While it doesn't have any guns to fire at the bad guys, it can dump trash out the back, damaging any vehicle that runs over it.





### HARLEY QUINN'S MONSTER TRUCK

This is the largest of all the vehicles. It has super-large tires to run over anything that gets in its path. In addition, it has great firepower. This truck can park on specially marked parking pads.

### THE JOKER'S VAN

Fitting of a true jokester, the Joker's van looks like a scary ice-cream truck. But if you're looking for a treat, you'll get more of a trick when you encounter its deadly guns. This van can park on specially marked parking pads.



### MR. FREEZE'S KART

Mr. Freeze always brings the cold with him wherever he goes, and his vehicle is no exception. It is equipped with a freeze gun that can chill your enemies in a block of ice!

### POLICE BIKE

This little vehicle has it all. Red and blue flashing lights to send a chill down any criminal's back. It also has plenty of firepower to stop them in their tracks if they try to run.





### POLICE CAR

While this vehicle does not have any weapons that can take out enemy vehicles, it does have those scary red and blue flashing lights sure to make any speeder nervous.

### POLICE VAN

This vehicle is meant for transporting criminals to jail, not for getting into dangerous pursuits. With no weapons, it is best to leave the car chases to other vehicles.



### TWO-FACE'S TRUCK

This black-and-white truck is a heavy-duty machine with powerful guns. Two-Face might have to flip a coin to decide what to do, but his vehicle is meant for just one thing—destruction. Use its powerful guns to blast through most opponents.





# BASE OF OPERATION

## THE BATCAVE'S ROOMS

Every hero needs a main base of operation, and Batman is no exception. Luckily he has the Batcave to store his ultracool vehicles and keep his suits all nice and clean. After you start the game, explore all the cool features of the Batcave.

### HERO MISSION ROOM



This is the room in which you decide where to go on your missions. There are three ways you can go: by land, sea, or air. Each form of transportation has the opportunity to take you to five different missions. To do this, you must play through them first to open them up. Jump in a vehicle and a map appears with different missions that are available to you.

### THE BATCAVE MAIN ROOM



The Batcave contains the Batcomputer, where you can spend those hard-earned studs you collected. Access the computer to use those studs to purchase characters, helpful hints, powerful suit upgrades, and valuable extras. All of these things will help you immensely as you repeatedly play through the missions.

On the Batcave's right side is a supercomputer with a large green screen showing video footage of some villains. Pull the lever nearby, and this will transport you over to Arkham Asylum, where you can play the game as the villains. Just make sure you have finished some Hero missions before you go; otherwise, none of the missions there will be unlocked.

## ARKHAM ASYLUM



Arkham Asylum is just the place to lock up all those crazies who have been terrorizing Gotham City. Unfortunately, when there is a security break, it means all those villains are back on the street.

Now free, Arkham Asylum has become their main base of operation, where they can hack into the Batcomputer and access all the same information that Batman can get. Now that they are free, the villains can get back to what they do best—wreaking havoc and destruction for Batman to clean up.

### EXPERIMENT ROOM



Head right down Arkham Asylum's halls until you reach this horrific room. This is where all the little LEGO people can be mismatched and rearranged to form new, unique, and sometimes disturbing characters. Give Commissioner Gordon the

### TROPHY ROOM



As you progress through the game and find more LEGO canisters, you will start creating trophies in the trophy room. The more canisters you find on a level, the more complete the trophy for that level will become. After you find all 10 canisters on a level, the trophy will be complete. Just stand on the floor switch in front of the trophy to get a closer look. This is the area where you can also visit Wayne Manor for a bonus mission, which is covered in the "Bonus Mission" section of the guide.

face of the Joker, or take the mask off Batman to reveal the face of the Scarecrow and give him some Man-Bat ears. You can change any part of your creation, including the weapon, the legs, the body, or even the face. But if you have a hard time deciding just how to rearrange your new character, you can also have a new crazy character randomly generated for you.

### VILLAIN MISSION ROOM



Head left down Arkham Asylum's halls to reach this room. This is where you get to decide where to go with your villains. And just like the Hero Mission Room, there are three ways to enter the different missions: by land, sea, and air. Each one will take you to a map, where you can choose which mission to play. But before you can enter any of the villain missions, you must first complete the corresponding Hero missions.

# YOU CAN BANK ON BATMAN

## MISSION BRIEFING

Actor Basil Karlo turned into the murderous Clayface, a creature of shape-changing protoplasm. He now possesses incredible strength, and can transform his clay-like body into any form!

## STORY MODE CHARACTERS



BATMAN



ROBIN

## AREA 1



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUIT CHANGER
- SUPER SECRET ITEM



- 1** Smash the telephone in the left corner to find the first of five hidden phones in the level. Down the nearby alley, pull the lever on the wall to open the gate. Assemble the pieces on the ground into a grappling area you can

use to reach the ledge above. Run along the ledge and pull the next lever to open a gate below. Climb the ladder to reach a LEGO canister above; then drop to the ground and enter the now-open gate for another LEGO canister.

- 2** Grapple to the building's upper walkway, then use the zip line on the right to cross to the next building. Run along the walkway and drop to the ground. Put the loose parts back on the vehicles involved in the accident in the street. Dispose of the goons trying to shoot you on the mean streets.



## FREE PLAY AREA



- 3** There is a LEGO canister behind the glass window on the street. Use the Sonic Suit to bust the glass and grab your prize. Access the security checkpoint on the wall of the building on the right to open the door on the building's right side. Run inside and grab the LEGO canister.

- 4** Grapple to the walkway above, then assemble the loose LEGOs you find to create a zip line. Cross to another building where you find a Demolition Suit changer. Using your new suit, destroy all the shiny metal equipment on the ground below. Destroy the telephone on the building where the road crumbles; this is the second phone of five located on the level.





## YOU CAN BANK ON BATMAN

WALKTHROUGH

### FREE PLAY AREA



- 5 Have a super-strong character pull the heavy container off the manhole cover on the ground. Use the Demolition Suit to blow the top off, then jump inside for a LEGO canister.

- 6 Use the Demolition Suit to destroy the large tank on the truck blocking your path, then jump in and move it out of the way. Destroy the telephone booth in the right corner at the street's end to find the third phone. Next, use the Demolition Suit to clear the big rig blocking the road, then head down the cleared street.



### FREE PLAY AREA

- 7 Use a super-strong character to toss the heavy containers out of the alley. Grapple to the ledge above, then zip-line to the building on the left. Use the Demolition Suit to break the windows, then grab the LEGO canister inside.



## AREA 2



### LEGEND

- FP FREE PLAY LEGO CANISTER
- RED POWER BRICK
- SUIT CHANGER
- SUPER SECRET ITEM

### FREE PLAY AREA



- 1 Use the Sonic Suit to smash the barrels and assemble the LEGOs into metal siding on the wall. Use the Magnet Suit to climb to the ledge above for some studs.



PRIMAGAMES.COM

## FREE PLAY AREA

**2** Use a character who isn't affected by toxic sludge and break the equipment on the wall as you run through the stuff on the road. On the other side, switch to a character who can bypass the security on the wall and open the red door. Once inside, pull the lever on the wall to open the small garage door you just passed. Later in the level, you'll open a door to an area containing some red cars. Drive one of those cars back into this area, and the garage door next to it will open. Get another car and drive it into this second garage; the garage door to the left will open, so grab the LEGO canister inside.



## FREE PLAY AREA

**3** Use a super-strong character and pull the heavy box out of the wall. Head inside a passageway that leads you to a balcony above, where you can add another LEGO canister to your collection.



**4** On the wall where the road dips is the fourth telephone you must smash. Demolish the objects in the next courtyard and assemble the pieces into a Technology Suit changer. Access the tech panel on the back wall to take control of a remote-control car. Steer it over the yellow and green ramp to the right and enter the building. Once inside, drive along the switches on the back wall and turn the three red lights to green; the main door now opens for you.

Steering different vehicles gives you different abilities. Jump into the suit. Reappears to change suits.

## FREE PLAY AREA

**5** Use the Sonic Suit on the glass fence in the back right corner to access an Attracto canister. Destroy all the objects around the area, and use the Attract Suit to gather 25 LEGOs. Fill up the Attracto canister machine with 25 pieces, and it makes a LEGO canister for you.



**6** There's Clayface! A few good hits and he runs off to hide. Smash the fifth and final telephone booth on the right building to get another LEGO canister. Use the Demolition Suit to destroy all the silver equipment in the area. Place bombs along the black gate to bust more equipment on the other side. Keep placing bombs along the gate and you'll hurt Clayface, who is trying to hide behind the gate. When you eventually destroy part of the black gate blocking your path, head through it. Use the Demolition Suit on the silver wall in the back to reveal a red power brick for your collection. After you hit Clayface a certain number of times, he retreats to the top of a back cell. Use your Batarang on the three switches on the back wall. After you hit all three, Clayface gets sprayed with a gas and falls into a cage. Your first prisoner!



**CAUTION**

WAVE AFTER WAVE OF GOONS CHARGE IN TO STOP YOU. TAKE THEM OUT BEFORE YOU GO AFTER CLAYFACE TO AVOID GOING TO PIECES.





## MISSION BRIEFING

A scientist specializing in cryogenics, Dr. Victor Fries froze his wife to prevent her death from a rare disease — but he was injured in the lab, and found himself unable to survive outside a sub-zero environment. As Mr. Freeze, consumed by anger, he uses frozen weaponry in a battle against the city of Gotham, and wears a refrigerated suit which gives him remarkable strength.

## STORY MODE CHARACTERS



BATMAN



ROBIN

## AREA 1

## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUIT CHANGER



- 1 Assemble the objects on the ground into two separate cannons. After you complete each cannon, jump multiple times on the circle switches behind each one to make them fire on the vehicles in the

distance, destroying them. Smash some objects on the left and use the loose LEGOs to fix the ice-cream truck. Drive it over all the metal objects in the area and then park it on the large circle at the area's center. Assemble the remaining pieces nearby to form a lever. Pull the lever to make the truck drop down and a giant ice-cream cone come up. Smash the cone for a LEGO canister.

## FREE PLAY AREA



- 2 Use a super-strong character to pull the panel off the left wall and grab the LEGO canister hidden behind it.

**FREE PLAY AREA**

- 3** Use a character who can bypass security at the left building. Use a super-jump character to leap onto the platform against the back wall. From there, super-jump up the wall, going from bar to bar until you reach the LEGO canister at the top.



- 5** Smash the objects in the corner and assemble the LEGOs into a Magnet Suit changer. Break the hinges on the gate with your Batarang to clear the way to the other side of the fence. Use the Magnet Suit to climb

the metal siding to the left of the giant mouth, and keep pulling the lever on the platform above until the giant ice-cream cone turns red. Drop to the ground and pull another lever until the giant ice-cream cone next to you turns blue. This opens the giant mouth door to the right; enter it.

**FREE PLAY AREA**



- 4** Break the container along the right building and assemble the pieces into a bar high overhead. Use a super-jump character to leap up and grab it. From there, jump to the ledge nearby.

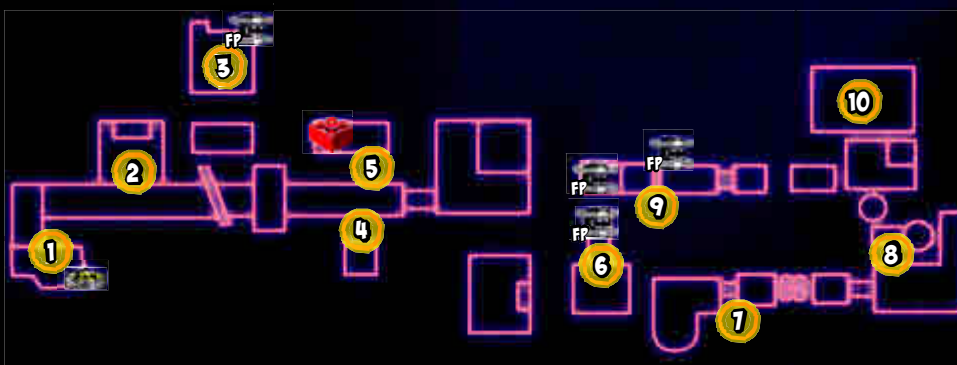
Travel up the building's side until you reach another LEGO canister to add to your stash. While you're up there, smash the boards covering the window and head inside for another LEGO canister.

**FREE PLAY AREA**



- 6** To the right of the giant mouth is a high bar you can reach with a super-jump character. Destroy the equipment at the top with a bomb to reveal a LEGO canister.

**AREA 2**



**LEGEND**

- FREE PLAY LEGO CANISTER
- RED POWER BRICK
- SUIT CHANGER



## AN ICY RECEPTION

### WALKTHROUGH



- 1 Destroy the objects on the ground and assemble the leftovers to form a Glide Suit changer and a turnstile. Push the turnstile to lower a gun on the wall that was blocking your way so you can glide to the walkway in

the distance, following the line of studs through the air. Assemble the gears on the ground to fix the footbridge so Robin can cross.



### CAUTION

*DON'T TOUCH THE PINK ICE CREAM, BECAUSE IT WILL GIVE YOU AN ICE-CREAM HEADACHE YOU WILL NEVER FORGET.*

- 2 Use a Batarang to drop the hanging ice blocks and assemble the pieces to form some stairs. Climb up them and jump onto the yellow circle switches; this makes it safe to cross over the pink ice cream. Use the Magnet Suit to climb the metal wall. Assemble the pieces at the top to create a grapple line so Batman can cross.



### FREE PLAY AREA

- 3 Glide over to the platform against the back wall. Access the security panel on the wall to open a small door. Head inside and use a bomb to blow up the silver equipment in the back left corner. Follow the pink hallway to the right; pick up a LEGO canister at the end. Use the Joker's hand buzzer on the generator on the right wall, and a giant ice-cream cone forms on the ground for you to smash.



- 4 After you pass the large fan in the ground and the coil heading to the ceiling, glide toward the screen to find a score-multiplier platform that contains some valuables. Next, using the Magnet Suit, walk up the metal grating near the right wall; assemble the pieces at the top to form a box. Push the box over the edge, breaking it apart again. Assemble the new pieces to create a moving platform, then jump on for a ride. Use the Magnet Suit again to walk up the metal side; pull the lever you find to open the door below you.



### FREE PLAY AREA



- 5 Use a super-jump character to reach the walkway against the back wall; then use a super-strong character to pull the grate off the floor. Drop down to the next floor and smash everything. Your partner will jump on the circle switch to raise a crate to your left; grab the red power brick that is hidden underneath.

### FREE PLAY AREA

- 6 Use a character who can withstand toxic substances and step onto the orange floor switch to stop the deadly gas. Destroy the shiny equipment with a bomb to reveal a LEGO canister.



- 7 Glide through the air, following the line of studs. Push the turnstile's green side to send a grapple hook over to Robin. Once he jumps on, push the turnstile's red side to bring him over to you. Jump onto the large circle switch to turn the ramp into stairs. Your partner will run up and step on another circle switch so you can join him.



**CAUTION**

QUICKLY JUMP ACROSS THE FLOATING PLATFORMS BEFORE THEY DROP INTO THE HOT STEAM, KILLING YOU.



- 8** Use a Batarang to break the equipment above the two mixing bowls, and they fill with a purple liquid. Get inside the ice gun on the platform, and blast the liquid to freeze it so you can cross. Use the Magnet

Suit to climb the metal wall, and pull the lever at the top. Drop down and use the grapple line to reach a walkway above.

**FREE PLAY AREA**

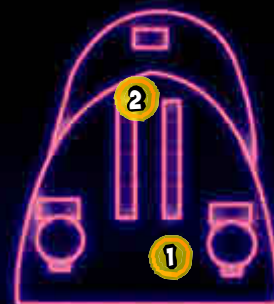
- 9** Glide through the air, following the line of studs to the next platform. Break the equipment and assemble the pieces to form a zip line so Robin can cross. Destroy a grate in the wall with a bomb, then head into the duct that was behind it. Ride the breeze from the fan in the ground up to a LEGO canister. Pull the lever on the wall to shut off the fan so you can get out. Use your mind control to force the thug in the booth to pull the lever on the wall and open the door. Head inside and grab the LEGO canister.



- 10** Push the cart along the checkerboard-pattern floor until you hit the white equipment. Jump on the brown switch on the right, and your partner will jump on the red one. This stops the steam that was blocking your exit; now you can leave.



**AREA 3**



- 1** It's time to take on Mr. Freeze. Give him some punches as he travels back and forth across the room. Eventually a large fan starts blowing and blocking you from the back of the room. Assemble the LEGOs in the room's center to form a gun. Jump multiple times on the circle switch to fire across the room and break the powerful fan. Next, use the Magnet Suit to climb up the metal wall on the room's side. Cross to the other side of the mixing bowl and pull the lever to make some LEGO pieces appear on the floor below. Repeat this process for the other mixing bowl on the room's other side.



- 2** Assemble those LEGOs to form some carts you can push across the floor to the room's other side. This causes a hanging ice block to move over Mr. Freeze, crashing down on his head, which forces him down to your level. Give him a few punches, until he is all out of health and you win.



# TWO-FACE CHASE

## MISSION BRIEFING

Former District Attorney Harvey Dent, AKA Two-Face, is a villain with a split personality. His every decision is dictated by a double-headed coin, scarred on one side, which he flips to decide if he'll act for good, or for evil. His truck is a heavily-armored vehicle painted with his distinctive black-and-white livery.

## STORY MODE VEHICLES

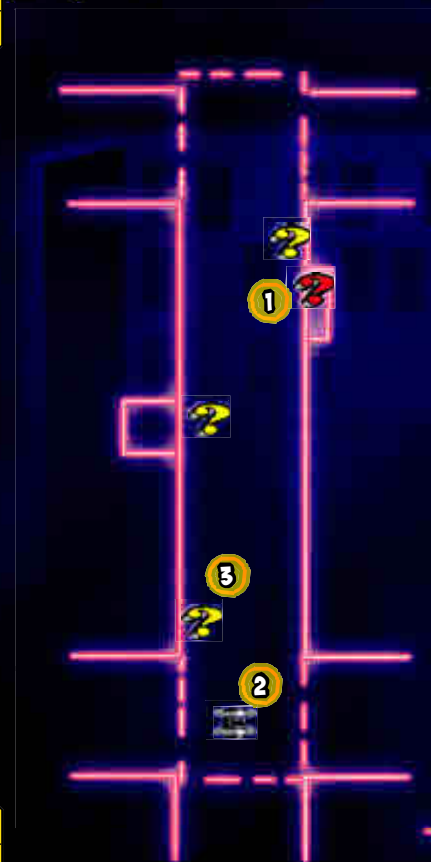


BATMOBILE



BATCYCLE

## AREA 1



## LEGEND



LEGO CANISTER

SUPER SECRET  
ITEM

**1** It's time to clean up the streets of Gotham. Head down the street, blasting everything in sight. Shoot out the fence along the buildings on the right and destroy the vegetable cart to uncover the level's first of three secret items.

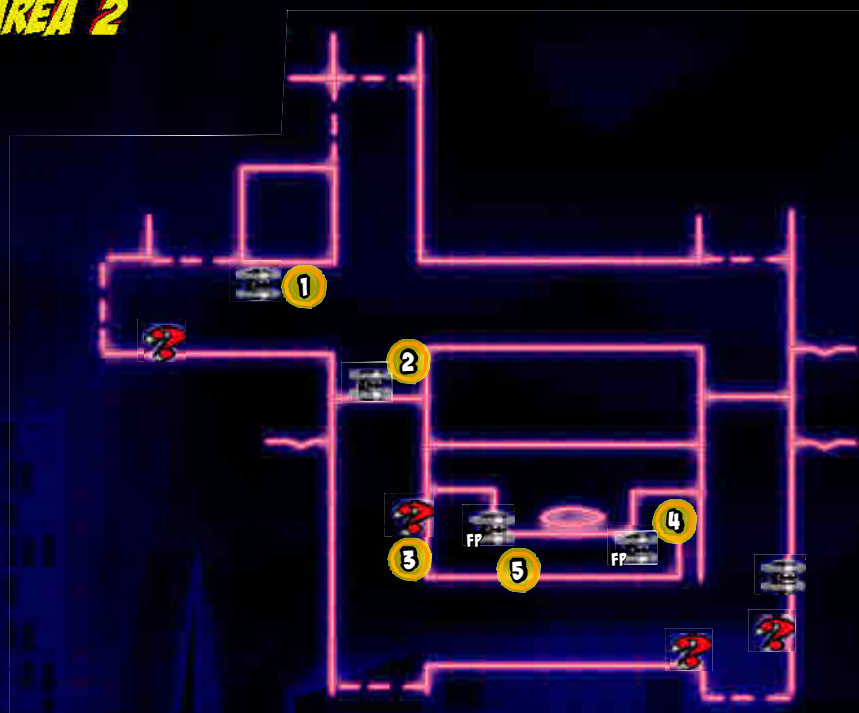
**2** Head down the street toward the screen, and shoot the last red manhole cover on the ground to receive the LEGO canister hidden underneath.



**3** As you drive along the street, destroy the three large blue Dumpsters. After you obliterate the last one, you get a LEGO canister. With the canister in hand, roam the streets blasting the enemy vehicles, knocking the largest one onto its side. Use your tow line and drag it to the police so you can move on to the next area.



## AREA 2



### LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUPER SECRET ITEM



**1** After you enter the area, follow the road toward the screen and shoot the blue Dumpster along the left building for a LEGO canister.

**3** As you drive around the streets, shoot the blue and white cars. After you destroy all three, you get a LEGO canister. Continue along the mean streets and blast the three enemy vans in the area. Drag them behind your car to the authorities, who are waiting in the map's back right corner; then head to the next area.



**2** Head straight down the first street, going to the right. Take out the scaffolding along the building to receive a LEGO canister. Head north along the streets and cross the broken road. Take out more scaffolding for another LEGO canister. Hit the vegetable cart in the back right corner to find the level's second secret item.



### FREE PLAY AREA

**4** When you are on the map's other side, head down the ramp to get close to the water. Place the Joker's van on the parking pad, and a nearby crane drops a crate onto the docks. Inside is a LEGO canister for you to nab.





## FREE PLAY AREA



- 5 While still on the dock, drive Harley Quinn's monster truck onto another parking pad. Again, a crane drops a crate containing a LEGO canister; collect it.

## AREA 3



## LEGEND

- LEGO CANISTER
- RED POWER BRICK
- SUPER SECRET ITEM

- 1 After you enter the area, head to the first park. Drive into the back left corner, where you'll find an alcove with a red power brick inside. Destroy the phone booth nearby to uncover a hidden LEGO canister.



## FREE PLAY AREA



- 2 Use a bomb to destroy the metal fence and blast the level's third and final vegetable cart to obtain a LEGO canister.

## TWO-FACE CHASE

### WALKTHROUGH

## FREE PLAY AREA

- 3 Drag a bomb from the dispenser on the back wall into the metal fence on the area's right side, and collect all the hard-to-get goodies that were inside the fenced area.



- 4 With your guns, blast Two-Face, who has been driving around the streets; then use your grappling line to drag his vehicle to the police on the right, where they drop a bomb on him. Do this two more times until his health is gone.



# A POISONOUS APPOINTMENT

## MISSION BRIEFING

Pamela Lillian Isley, AKA Poison Ivy, adores plants and uses plant-based toxins in her criminal activities. Her athletic build gives her the ability to jump extra high, and she can create new minions with her mutated seeds.

## STORY MODE CHARACTERS

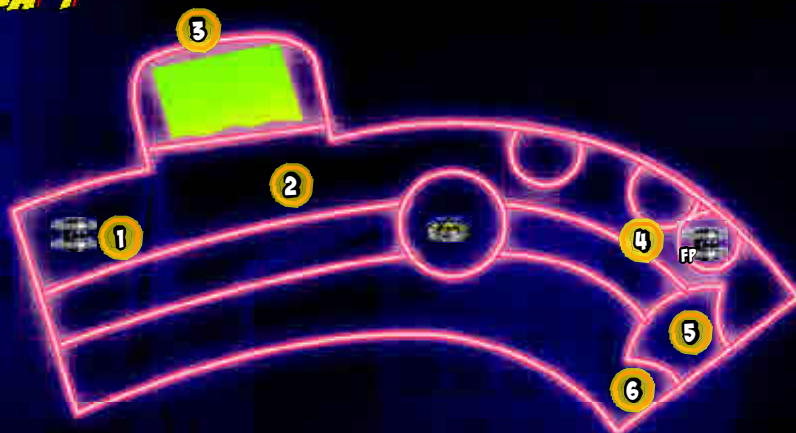


BATMAN



ROBIN

## AREA 1



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUIT CHANGER

**1** Plant the four sets of seeds in the back garden to grow some super-large carrots. Destroy the new crop; when the last carrot is gone, a LEGO canister appears for you to snatch. Destroy the bottom garden and assemble the pieces to form a tractor.



**2** There are two more gardens. Destroy the bottom one and assemble the leftover pieces to create a mower that takes off mowing. Now tear up the top garden, and assemble the loose LEGOs to create a sprinkler and fix the tractor. Ride the tractor over some newly sprouted flowers to make them bloom; then smash them to pieces.



## FREE PLAY AREA

**3** Use a super-strong character to toss the large containers, leaving only LEGO debris. Use the Attract Suit to suck up 25 pieces and deposit them into the Attracto canister. This forms a vehicle you can drive back across the green ooze.



## FREE PLAY AREA

**4** Use a Batarang to destroy the moss hanging from the tree. Assemble the leftover bits to form a grappling line you can use to get into the tree. With a flying character, glide to the tree on the right, where you can add a LEGO canister to your stash.





## A POISONOUS APPOINTMENT

WALKTHROUGH

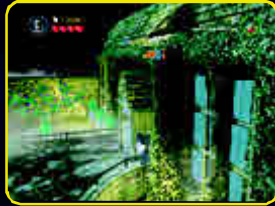
### FREE PLAY AREA

- 5** Ride the tractor over the large metal box and assemble the leftover pieces to form a Sonic Suit changer. Use the new suit to shatter the glass windows and the door of the house you find. With the door gone, head inside.



### FREE PLAY AREA

- 6** Use the Demolition Suit on the equipment by the house and assemble the leftovers to form a grapple-hook area. Use it to reach the roof for a collection of studs.



- 1** Use the Demolition Suit on the metal gate protecting the trees. Head inside and smash away for some valuable loot.



- 2** Use the Sonic Suit to destroy the glass tubes on the building's side. This kills the tall flowers blocking your path, allowing you to continue. Use the Sonic Suit to shatter the glass wall. Head inside and use the suit again on the glass equipment on the wall. There are two more pieces of glass equipment you must shatter along the next building. After you break all three, the flowers blocking an alcove wither away, letting you through. Break all the stuff inside, then assemble the pieces on the ground to create an Attract Suit changer.



### FREE PLAY AREA

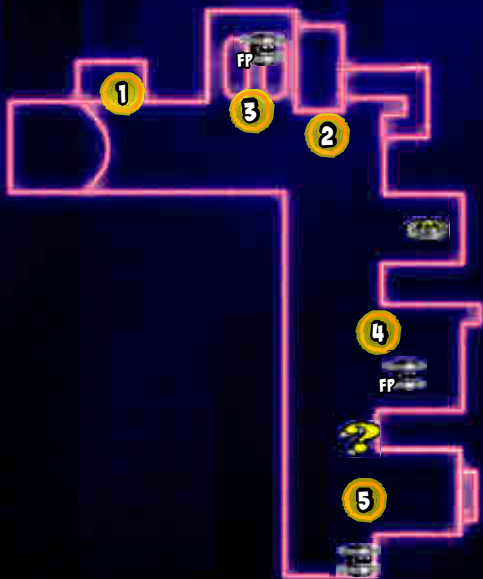
- 3** Use the Heat Protection Suit to run through the heating lamp and into the room. Plant the seeds on the ground, then pull the lever on the wall to turn off that heat lamp. Use the Technology Suit to access the green tech panel on the wall.



This activates the sprinklers overhead, which you can use to water the seeds on both sides of the room. After watering the seeds and growing the plants, a LEGO canister appears in the room's center — get it.



## AREA 2



### LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUIT CHANGER

## FREE PLAY AREA

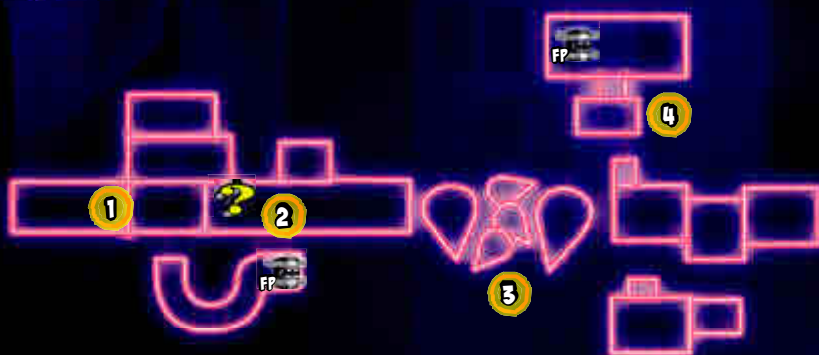
- 4** A large container with a large red flower is blocking the way to the back area. Use a super-strong character to push it out of the way. Jump on the fan on the ground, and ride the breeze to the top of the large flower. Jump from flower to flower, getting higher in the sky as you go. From the third and highest flower, jump to the street to add a LEGO canister to your collection.



- 5** Bash the container against the wall to find the first of three large hidden carrots. Smash the vegetation at the road's end, and assemble the loose pieces to make a potted plant. Get a super-high bounce

off the leaves to reach the top leaf; then grab the bar on the wall. Move along the bar until you can jump and grab a LEGO canister. There is an Attracto canister next to the door leading out. Use the Attracto Suit to collect 25 loose LEGOs, then deposit them into the canister. This creates a bomb that the man-eating plant promptly swallows. Quickly back up, and when the bomb detonates, it destroys the large plant blocking the way to the next area.

## AREA 3



## LEGEND

- FREE PLAY LEGO CANISTER
- SUPER SECRET ITEM



- 1** Use a Batarang to destroy the equipment overhead; this forms a ladder you can climb. Run along the ledge to reach the opposite side of the water tank. Smash the equipment to reveal a second large carrot and some

loose pieces you can turn into a bar on the wall. Smash more objects and assemble the leftovers into a Heat Protection Suit.

## FREE PLAY AREA

- 2** Use the Heat Protection Suit to grab the studs over the red-hot pipes. Use a swimming character to jump in the container of water; at the bottom, follow the tube to the right to find a LEGO canister.





## A POISONOUS APPOINTMENT

WALKTHROUGH

### FREE PLAY AREA



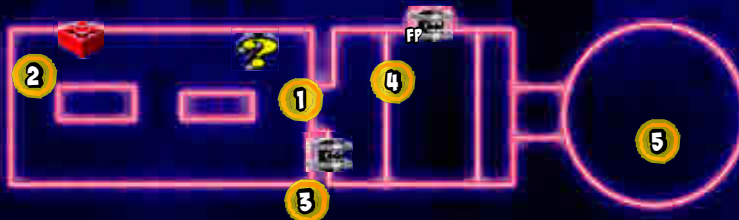
- 3** Wait for the lid of the plant to close, then jump over to a nonmoving leaf. Wait for the lid of the next plant to close before you jump across to the ledge beyond. Using Batman, jump to the red hot ledge on the right and assemble the

pieces on the ground to form a zip line; use it to reach the other side. Run through the doorway on the next platform.

- 4** Use a super-strong character to pull the box out of the wall. Head into the alcove beyond to reach a short tunnel below, filled with studs. Get to the top leaf nearby, and use a flying character to glide to the wall's high ledge. Use the Magnet Suit to climb the metal wall and smash all the equipment on top. Assemble the loose pieces to create a turnstile you can push. This opens the container on the left, which has a LEGO canister inside for you to nab.



## AREA 4



### LEGEND

-  FREE PLAY LEGO CANISTER
-  RED POWER BRICK
-  SUPER SECRET ITEM



- 1** Smash all the equipment in the area and use the Attract Suit to pick up 25 pieces. Deposit the LEGOs in the Attracto canister in the back corner. This completes the door in the right wall so you can move forward. Before you

go, head around the wall on the right and jump on the red pipes for a LEGO canister.

### FREE PLAY AREA

- 2** Pull the lever on the back wall to fill the yellow tank. Use a bomb to destroy the shiny equipment, then assemble the pieces to form another lever and a generator. Pull this lever to fill the red tank. Use the Joker's hand buzzer to get the generator working and fill the blue tank. A glass door opens in the wall, revealing a red power brick.



**FREE PLAY AREA**



- 3** Use a bomb to destroy the red tanks on the back wall, revealing another carrot. Smash the carrot to reveal a fan in the ground; ride its breeze into the air to grab a LEGO canister.

- 4** Smash all the equipment on the ledge you are standing on. Assemble the loose pieces on the ground to form some plants. Jump on the plant to create giant flowers, in the green ooze you can jump on to get to the other side. As you move across the flowers, jump to the bar on the far wall. Leap inside the small alcove for a LEGO canister. Return to the flower and jump to the other side. Smash the objects on the ground and assemble the leftovers into a turnstile; push this to open the exit door.



- 5** Finally, it is time to bring the calamine lotion to Poison Ivy. Take out any enemies who rush you, and use your Batarang to chop up all the vegetation in the area. Near the far left giant plant, assemble some loose

pieces into a bomb. When it explodes, the plant dies and Poison Ivy jumps out of its mouth and into the next giant plant. Continue fighting and smashing everything and everybody in sight until you see more bomb-making pieces at the middle plant's base. Assemble these and repeat what you did on the first plant. Use the process again to take out the third and final man-eating plant until only Poison Ivy is left to fight. Throw a few punches at her, then tag over to your partner to throw a few more. Continue to attack, tagging back and forth until this deadly lady is history.





# THE FACE-OFF

## MISSION BRIEFING

Edward Nigma, AKA The Riddler, is obsessed with riddles, puzzles and word games. He delights in leaving clues for Batman at the scene of his crimes, which regularly leads to his downfall. Using specially-developed technology incorporated into his cane, he can take control of people's minds.

## STORY MODE CHARACTERS

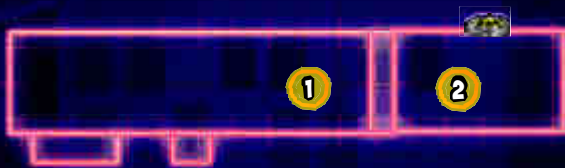


BATMAN



ROBIN

## AREA 1



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUIT CHANGER



- 1 Smash the large equipment after the barricade, and put the pieces together to form a metal covering. Bash another object against the wall to form some equipment on the ground. Pull both levers on the guard booths to lower

the barricade so you can jump in the nearby money van and drive it under the metal covering for inspection.

- 2 Once you clear inspection, the gate ahead opens for you to drive through. Smash the items in the next area, and assemble the pieces to form a Glide Suit changer and a turnstile. Put on your new suit and stand on the nearby elevator. Tag Robin so he can push the turnstile and raise you to the platform above.



- 3 Glide through the air and over the gap to the right, following the line of studs until you reach the next roadway. Use your Batarang on the red and yellow sign to disable the lasers guarding the lever. With the lasers gone, pull the lever to raise a bridge over the chasm you flew over. Go back and get in the money van you drove earlier. Park it on the floor pad in front of the gate to open the way. Jump on the five bollards near the chasm and grab the LEGO canister that appears.





- 4** Inside the next area is a little booth with another red floor switch. Destroy all the items around the booth. Get the money van and park it on the red floor pad. This destroys the booth, leaving you pieces to put together

into a Magnet Suit changer. Run to the area's right corner and use a grapple line to reach a ledge overhead, where you can grab a LEGO canister.

- 5** Use the money van to smash all the silver guard posts protecting the bank's entrance. Assemble these pieces into a giant money symbol on the building's front, and you get a LEGO canister for your trouble.



- 6** In the back left corner, use your Magnet Suit to climb the wall to the ledge above. Pull the lever to lower a ladder so Batman can join you. Glide to the right until you can grab some bars hanging from the ceiling.



- 7** Work your way along the bars to the right until you can jump to the rooftop above. Smash everything you see. Use the loose pieces on the building's edge and to fix part of the elevator nearby. After Robin joins you, pull the levers on the elevator and ride it to the next level.



## CAUTION

*DO NOT ENTER THE BUILDING FROM THE MAIN ENTRANCE, OR THE HIGH-POWERED LASERS WILL CUT YOU DOWN.*

## FREE PLAY AREA

- 8** Use the Attract Suit to collect enough LEGO pieces to put in the Attracto container. The machine will activate sprinklers that will grow some plants. Get on the plants to bounce to a platform on the cliff face. Now use a super-jump character to reach a higher ledge; from there, you can super-jump to grab a LEGO canister.



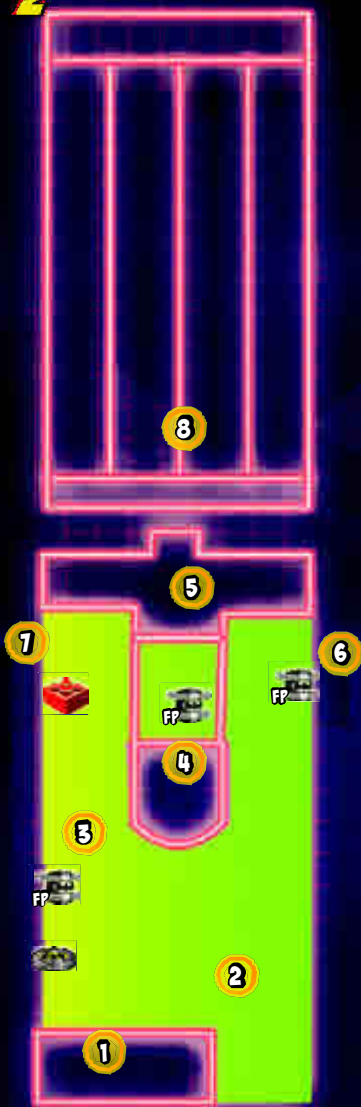
## FREE PLAY AREA

- 9** Use the Technology Suit on the tech panel to the bank entrance's left; this deactivates the lasers guarding the entrance. With the lasers out of commission, push the revolving door and grab the LEGO canister in the main entrance.





## AREA 2



### LEGEND

-  FREE PLAY LEGO CANISTER
-  RED POWER BRICK
-  SUIT CHANGER

## THE FACE OFF

### WALKTHROUGH



**1** Two-Face wants a piece of you, so give him a taste of your fists. After a few hits, he runs off across the room. Head to the ledge on the left and smash some equipment. Turn the leftover pieces into an Attract Suit changer.

**2** The green ooze on the floor is deadly, so jump from walkway to walkway as you head across the room. As you go, smash everything and collect all the LEGO bits on the ground. Once you have 25 pieces, deposit them in the Attracto container in the back right corner. This creates a little hovercraft and a trail of studs around the room for you to follow.



### FREE PLAY AREA



**3** After you use the Attract Suit to build the boat, a LEGO canister appears in a pipe on the area's left side. Use a toxin-resistant character to grab the prize from the pipe.

### FREE PLAY AREA



**4** After Two-Face retreats across the chasm, use a toxin-resistant character and fall into the green goo to nab a LEGO canister.



- 5** Jump to the steps where Two-Face is waiting, and hit him a few more times until he scampers off again, breaking the gate in the process. Turn that broken gate into some ledges in the next passage. Jump from ledge to ledge until

you safely reach the other side. Head up the stairs on the right, and pull the lever on the wall. Glide through the air to the left where you can pull another lever to open the door leading out of there.

## FREE PLAY AREA

- 6** Use Mr. Freeze on the area's right side to freeze the water vapor in the air, creating ice. With a super-jump character, leap onto the ice so you can reach a LEGO canister.



## FREE PLAY AREA

- 7** Step into the green ooze on the left and break everything. Assemble the leftovers to form four different-colored floor switches. Step on them in this order: red, blue, green, and purple. This opens a vault in the wall, where you can grab the red power brick.

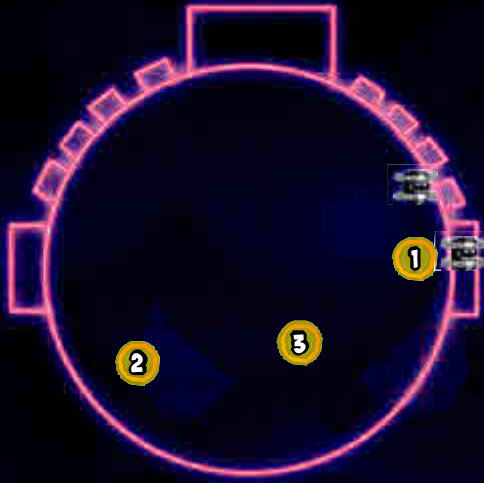


- 8** The next room stretches into the distance, and some platforms come speeding across the floor in your direction. As you run for the door at the room's other end, there are several blue squares that you need to jump

on and turn green in order to open the door on the far end. As you do so, jump to the left or right to avoid those speeding platforms. Keep moving until you make it safely to the other side and head through the door.



## AREA 3



### LEGEND

LEGO CANISTER



## THE FACE OFF

### WALKTHROUGH



**1** You made it to the vault room. Say hi to Two-Face with a few punches, then smash all the cages around the room. Head farther inside the room, smashing and grabbing loot. Destroy all five of the money

chests around the area to get a LEGO canister. While you're looking for loot, head to the area's far right to find a LEGO canister hidden in an alcove.



**2** Smash open the red locks on the two silver vaults in the room's center; then bust the gold that's inside. Assemble the pieces that spill out to form some equipment. A bomb blasts your creation into little pieces, which you can now use to finish building the incomplete locks on the other two silver vaults on the floor.



**3** Destroy the new red locks and the gold inside, then form some more equipment on the ground. A bomb bounces off this creation and destroys some equipment near the Riddler, who is on the high ledge against the back wall. Now it's time to finish off Two-Face! Hunt him down and hit him until he is out of health. Before you celebrate, here comes the Riddler. Give him a similar beat-down until he runs off. Keep giving him a beat down every time he returns. When he mind controls Two-Face, give him a beat down until the riddler decides to face you again. Continue to fight both enemies until the Riddler is out of health and you win.

## STORY MODE CHARACTERS

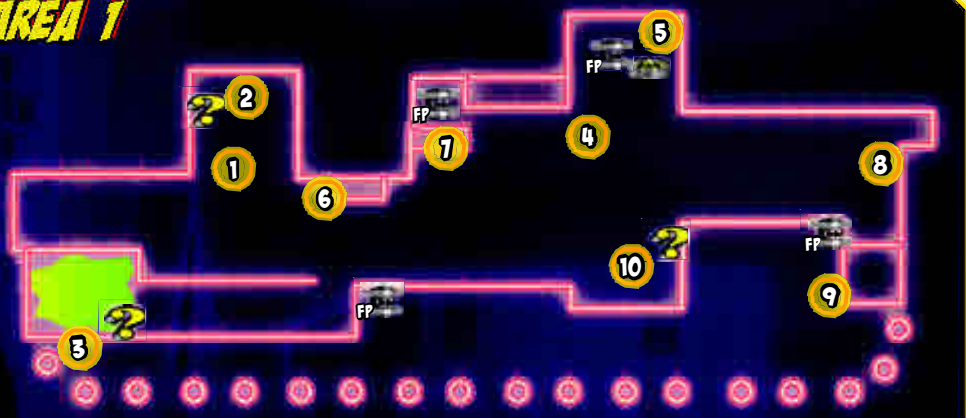


**BATMAN**



**ROBIN**

## LEGEND



LEGO CANISTER  
FREE PLAY LEGO  
CANISTER  
SUIT CHANGER  
SUPER SECRET  
ITEM

**DO NOT STEP INTO THE GREEN TOXIC OOZE ON THE LEFT SIDE OF THE WHARF, BECAUSE IT IS INSTANT DEATH.**



**1** Head down the alley to the left of the building and give the goons you find a POW and a BANG until they fall to pieces. Smash the equipment on the left side of the road and assemble the LEGOs on the ground to form

a turnstile. Push the green side all the way around to raise a gate in the wall behind you. Head into the room beyond and assemble the LEGOs to form a vehicle you can drive around.

## FREE PLAY AREA

**2** Use a character with superstrength to pull the Dumpster away from the wall in the alley. Assemble the loose piece on the ground to create some pretty flowers, then smash them to little bits. This reveals the first of three hidden carrots on this level.



**FREE PLAY AREA**



**3** Use a toxin-resistant character, such as the Joker or Mr. Freeze, and jump in the green ooze to assemble the loose LEGOs on the ground to fix the equipment. Pull the lever on the wall; this opens a gate deep underwater. Run to the wharf's edge and jump into the green water. Using a character who can swim, sink to the bottom and enter the now-open gate; grab the LEGO canister inside.



## THERE SHE GOES AGAIN

### WALKTHROUGH



- 4 To the right of the building you started at, grapple to a ledge along the back wall and drop to the right. Run along the walkway to collect valuable studs, then return to the street. Fight any goons and head down the next

alley to the right. Break all the equipment on the ground and assemble the LEGOs to form a Magnetic Suit changer for Robin.

### FREE PLAY AREA

- 5 Against the wall in this alley is another large Dumpster. Using a super-strong character, pull it away from the wall, revealing a garage door. Go back down the left side of the road where you assemble the vehicle and drive it up to the garage door, which opens when you get close. Pull the car inside, and a LEGO canister appears over the Dumpster you moved. Super-jump to the Dumpster's top and grab the canister.



- 6 Use your Magnetic Suit to walk up the metal duct to reach the ledge above. Smash the window and move through the building until you reach the center window. Smash it out and head onto the balcony, where you can assemble some loose pieces to form a grappling area for Batman so he can come up. Continue to smash all the windows and collect the loot.



### FREE PLAY AREA



- 7 Using a character who can bypass security, open the gate on the top balcony. Head into the room beyond the gate and move up the ladder. In the room above is a LEGO canister and some vegetation for you to smash.



- 8 Use the Magnetic Suit and climb up the metal chute along the building. Pull the lever on the wall to lower a ladder to Batman. Climb the ladders up the building, smashing windows as you go. Enter the

building and collect more loot. Cross the zip line at the building's top to another across the way. Grapple to the ledge above and assemble some loose pieces on the ground to create a zip line back to the building you just came from. Cross back over to the original building and assemble more loose LEGOs to finish a ladder you can climb to the next rooftop.

### FREE PLAY AREA

- 9 Use the Sonic Suit to bust out the buildings' windows and grab the loot inside. Then use a super-jump character to hop the fence and drop a bomb on the glowing barrels to blow them up. Assemble the remaining pieces on the wall, then bust them up to form a lever there. Pull the lever and a gate opens in the water far below you. Using a swimming character, dive down to grab a LEGO canister.



### FREE PLAY AREA

- 10 Using the Demolition Suit, destroy the silver grates on the ground that have steam rising through them. Jump into the strong gust of steam and ride it into the air, collecting valuable studs as you go. Run along the pier and blow up all the silver boat ties you see. Two have hidden carrots underneath. After finding all three carrots, you are rewarded with a LEGO canister.

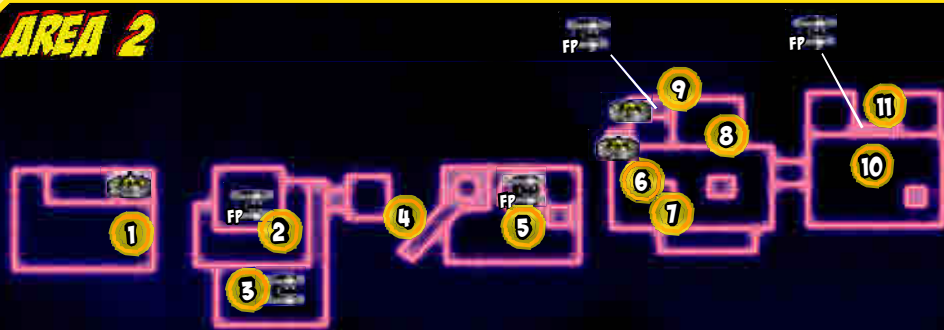


### NOTE

LATER IN THE LEVEL, YOU CAN PUT ON THE DEMOLITION SUIT AND FLY A HELICOPTER BACK TO THIS AREA, BUT IT IS EASIER JUST TO COME BACK IN FREE PLAY MODE.



## AREA 2



### LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUIT CHANGER



**1** Climb the small ladder and grapple to the roof above to find the Glide Suit for Batman. Return to the large rooftop below and head right. Using the Glide Suit, follow the trail of studs through the air to a broken

bridge on the right. Assemble the remaining pieces on the ground to finish the bridge so Robin can cross.

### FREE PLAY AREA

**2** Using a super-strong character, toss the Dumpster away from the wall to reveal a grapple area. Grapple to the ledge above and smash the windows. Break the goons who jump out to stop you, then climb through the open windows and smash everything you see until a LEGO canister appears.



**3** Dispose of the goons on the rooftop, then smash all the glass greenhouses for a major payday. Plant the remaining seeds to grow some pretty flowers. After all the flowers bloom, a small door opens in the building behind you, revealing a riding mower inside. Jump on and mow down all those flowers. When all the flowers are gone, a LEGO canister appears.



**4** Use the Magnetic Suit to walk up the yellow metal equipment nearby. Assemble the loose pieces at the top to create a grapple area for Batman to use, then glide him to the crane platform on the right. Turn the green turnstile to move the crane's arm over to Robin. Tag over to Robin; using his Magnetic Suit, walk along the crane's bottom to get across the gap to the next building. Drop to the roof below and smash the goons and cans. Uh-oh, there's Catwoman. Rush in close and give her a few good punches until she takes off to lick her wounds.

### FREE PLAY AREA

**5** Using a strong character, pull the equipment out of the doorway. Move into the open door and follow the path to the left until you are under the giant fan. Wearing the Demolition Suit, destroy the fan; then use a super-jump character to jump and grab a LEGO canister.



**6** Use the Glide Suit to follow the line of studs to the next rooftop on the right. Dispose of the thugs you encounter, then assemble the LEGOs on the ground to create a zip line for Robin. Use the Magnetic Suit to run up the metal ramp. Pull the lever at the top to lower a ladder. Run back down the ramp and grab Robin's Technology Suit. Head up the ladder you recently lowered and get the Demolition Suit for Batman.



### FREE PLAY AREA



- 7** Use a villain who doesn't mind a little poisonous gas, and head under the ramp. Pull the lever on the wall to stop the gas from flowing. Now use the Demolition Suit to drop a bomb on the shiny metal equipment. Once it explodes, collect all the valuables on the ground before they disappear.

- 8** Blow up the shiny equipment with a bomb, then assemble the loose pieces to create a motorized cart. Using the Technology Suit, access the control panel on the wall and drive the cart into the greenhouse. Run over all the plants on the ground and the two floor switches in the room's center. Once you run over both switches, they turn from red to green; shiny metal equipment then rises to the rooftop nearby. Have Batman plant a bomb on this equipment to blow it up. Assemble the LEGOs left behind to create a helicopter.

### FREE PLAY AREA

- 9** Once you jump in the helicopter, fly over the tower to the greenhouse's left. Jump out of the chopper and use the Sonic Suit to destroy the greenhouse's glass top. Jump inside and add another LEGO canister to your collection.



### THERE SHE GOES AGAIN

#### WALKTHROUGH

#### NOTE

*DON'T WORRY IF YOUR HELICOPTER GETS DESTROYED, BECAUSE ANOTHER ONE IS ALWAYS WAITING WHERE YOU FOUND THE FIRST ONE.*



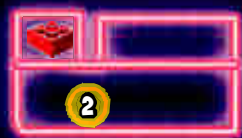
- 10** Fly to the next rooftop and dispose of the goons. Smash the equipment on the ground and assemble the pieces into two levers. After you and your partner pull the levers, a trapdoor in the floor opens up; enter it.

### FREE PLAY AREA

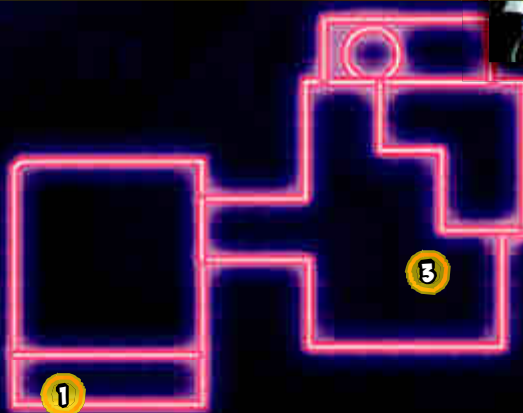
- 11** Climb the ladder and use the Sonic Suit to destroy the glass top. Jump into the water tank underneath and put on the Water Suit. Swim through the tube to the left to grab a LEGO canister.



### AREA 3



2



1

3

#### LEGEND



RED POWER BRICK



**1** Smash the goons, then bust out the windows to the balcony beyond. Assemble the LEGOs to create a zip line to cross. Break more windows and more goons. There goes Catwoman! Run through the room and

across the bridge to the next rooftop. Get in close and hit her with some good attacks to cause Catwoman to flee.

**3** Assemble the LEGOs on the ground to create a ladder up, and take out the goons who rush you. Climb the ladder to the next rooftop, then use the grappling area to reach Catwoman. You can get in a few good attacks before she retreats again. Follow her around the rooftops and take out more goons who charge you. Attack her when you get close and eliminate more goons as they come in until you finally take her out.



### FREE PLAY AREA



**2** Use your Sonic Suit to bust out the window, then head inside for a red power brick.



## BATBOAT BATTLE

### MISSION BRIEFING

The Penguin's special submarine allows him to commit crimes from beneath the waters of Gotham Docks. He can dive below the surface to sneak up on his enemies and fire torpedoes at them.

### STORY MODE BOATS

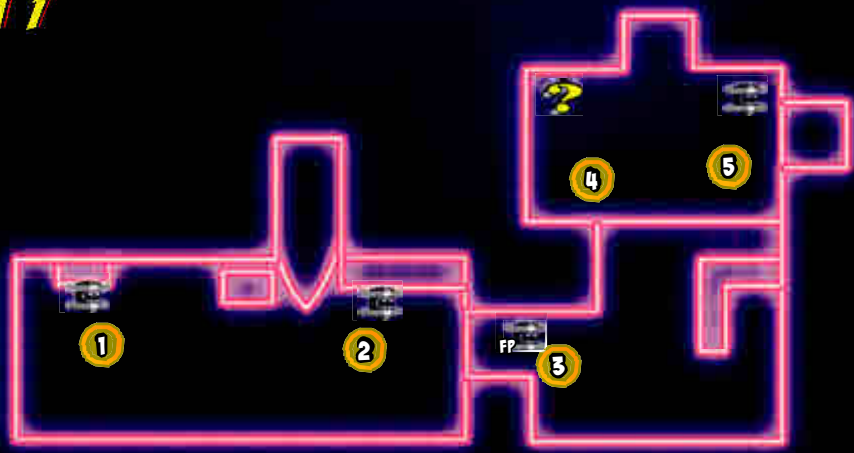


BATBOAT



ROBIN'S  
WATERCRAFT

### AREA 1



### LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUPER SECRET ITEM



## BATBOAT BATTLE

### WALKTHROUGH

**1** Use the grapple line on the Batboat to pull a part off the lighthouse. This turns on the light at the top, and a LEGO canister appears over the deck of the large boat nearby. Head up the big ramp and fly over the boat to grab your prize.



**2** Use Robin's watercraft to take out the colorful docks; this drops a crate into the water. Use the Batboat to grab a bomb from the dispenser and drag it into the crate to destroy it. Inside is a LEGO canister. Get another bomb and drag it into the gate in the right wall to destroy it so you can continue.



**4** Boost up the large ramp and over the fence. Use Robin's watercraft to destroy the first of three buoys hidden on this level as well as a gate in the right wall. After that, destroy everything else around. With the Batboat, grab a bomb

from the dispenser in an alcove on the right side and use it to blow up the next gate blocking your path.

**5** Use the Batboat to pull on a plug on the pipes in the right corner to reveal a LEGO canister.



### FREE PLAY AREA

**3** Use a submarine to go underwater and hit the two yellow switches on the wall. This raises some equipment to the surface; use Robin's watercraft and its special torpedo to break it apart. This drops a ship into the water; use a few more torpedoes to destroy it, leaving behind a LEGO canister.



## AREA 2



### LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUPER SECRET ITEM



- 1 Use Robin's craft to destroy the second buoy on this level.

## FREE PLAY AREA

- 2 Use a submarine to go under the fence and the ice to get the LEGO canister floating in the hole in the ice.



## FREE PLAY AREA

- 3 A shiny metal box is floating in some toxic sludge. Grab a bomb from earlier and release it toward the box. Hidden inside is a LEGO canister; grab it using a vehicle that is immune to the sludge's harmful effects.



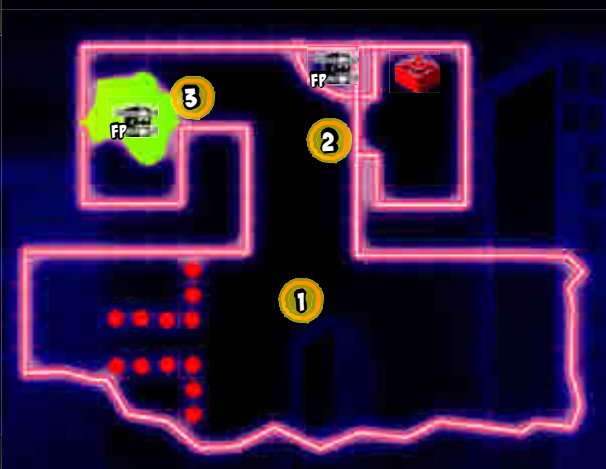
- 4 Grab a bomb and send it toward the silver tube on the left side of the area. It blows a hole in the tubing and spits out a LEGO canister. Destroy the third and final buoy of the area, along the back wall, to reveal a LEGO canister.



- 5 Use Robin's watercraft to destroy the colorful boards blocking the back left alcove. Shoot the red light inside to turn it green. Use the Batboat to drag a bomb into the gate blocking the back right alcove, and

shoot another red light to turn it green. Shoot out two more red lights near the right wall in the main area; the gate to the next area opens, allowing you to continue.

## AREA 3



## LEGEND



FREE PLAY LEGO  
CANISTER



RED POWER BRICK



- 1 The Penguin's super craft is at the center of the harbor and it is well armed. Use the Batboat to drag four bombs into its hull; then use Robin's craft to speed around it, blasting away whenever

possible. The craft starts to smoke as it loses health. After depleting all its health, you win.



## UNDER THE CITY

WALKTHROUGH

### FREE PLAY AREA



### CAUTION

WATCH OUT FOR ALL THE MINES THAT THE PENGUIN'S BOAT KEEPS DROPPING IN THE WATER!

### FREE PLAY AREA

**2** Use a submarine to grab some torpedoes from the dispenser on the back right wall, and hit the gate behind the Penguin's large watercraft. Head down the passage beyond the gate, go under the ice in the corner, and come back up in the hole at the center for a LEGO canister. Still using the submarine, head under the fence to the right and shoot the four targets on the back wall. After hitting the fourth one, a red power brick appears in the water.



**3** Drag a bomb into the metal boxes floating in the green toxic waters to reveal a LEGO canister. To get it, use a vehicle that can travel through the toxic stuff.



# UNDER THE CITY

### MISSION BRIEFING

Waylon Jones, AKA Killer Croc, was born with a terrible medical condition that has warped his body into reptilian form. Having turned against humanity, he possesses extraordinary strength and is immune to toxins.

### STORY MODE CHARACTERS

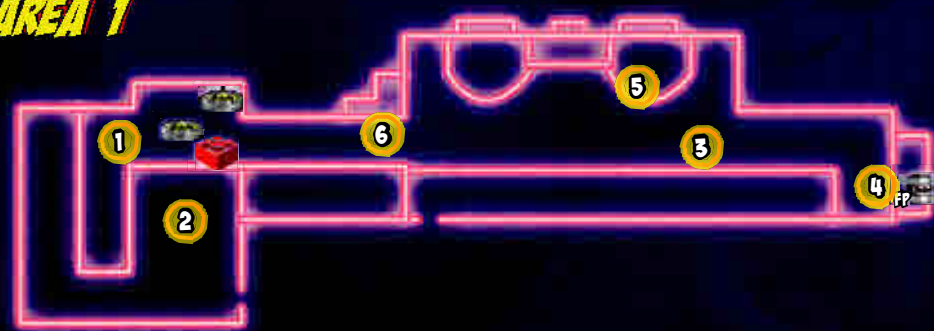


BATMAN



ROBIN

### AREA 1



### LEGEND

FP

FREE PLAY LEGO CANISTER

FP

RED POWER BRICK

FP

SUIT CHANGER



## CAUTION

**DON'T JUMP IN THE WATER! IT IS FILLED WITH DEADLY ALLIGATORS THAT WANT TO TAKE A BITE OUT OF YOU.**



- 1 Smash the debris in front of the wall grate, then assemble the LEGOs to form a Magnet Suit changer for Robin. Put on the new suit and walk up the silver grate on the wall to a platform overhead.

Pull the lever to lower a ladder so Batman can climb up to the Demolition Suit changer nearby. Use this suit to destroy the silver gate on the right, then head down the hallway to the next room. Grab the studs in the water as you go.

## FREE PLAY AREA

- 2 With the Technology Suit, access the green tech panel on the wall to gain control of the blue boat in the water. Steer it over the buoys floating there. When you run over one, the red light on top turns green. If you move quickly enough to turn all three buoy lights green simultaneously, a red power brick drops to the ground for you to grab.



- 3 Smash the goons who rush you in the next room, then use your Batarang to get the ones shooting at you from the walkways above. Smash the debris along the water's edge and assemble the LEGOs to form a

turnstile, which Batman can push. This raises a red wheel to the right that Robin will jump on. Tag over to your partner and jump to the suit changer to grab the Water Suit.

## FREE PLAY AREA

- 4 Use the Glide Suit and fly from the suit changer to a ledge on the right wall. With a character who can bypass security, open the gate. Run inside and use a super-strong character who can also withstand the toxic ooze to toss the gray box inside. Grab the LEGO canister that was underneath.



- 5 Grapple to the top of the first water tank and jump in with your Water Suit on. Once you sink to the bottom, run through the tube to the right and climb the ladder in the next tank. Assemble the LEGOs on the ledge above to build a circular switch. Continue to jump on the switch to drain the water from the tanks. Once the water is gone, use the Demolition Suit to blast open a silver door in the tube between the tanks and inside.



## FREE PLAY AREA

- 6 Use a super-jump character to leap and grab the rails on the side of the gray support beam. From there, jump to the beam's top and grab a LEGO canister.





### AREA 2



#### LEGEND

- FREE PLAY LEGO CANISTER
- SUIT CHANGER



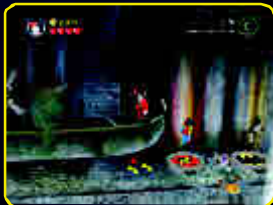
- 1** Jump along the narrow ledges on the right-hand wall. Use the Demolition Suit to blast apart the grate on the wall, then assemble the pieces into a grapple hook. Grapple to the ledge above to get the Magnet and Glide Suits.

- 4** With the Magnet Suit, walk along the metal wall to a platform over the water to the right. Smash the objects around the room to reveal two red floor switches. Step on one while your partner steps on the other; a light blue platform comes out of the wall to the left. Get your Demolition Suit and destroy the silver manhole cover; then jump on in.



#### FREE PLAY AREA

- 2** Use a super-jump character to leap to a beam on the suit changer's left. Follow the beam left and use Batman to glide around a post in your way. On the other side is a LEGO canister.



#### FREE PLAY AREA

- 3** Use a super-strong character to pull the heavy blue cart away from the door. Head inside and use the Sonic Suit to smash the glass case at the center. Next, bomb the gray cage and grab the LEGO canister inside.



#### FREE PLAY AREA



- 5** Destroy all the objects in the area, and use the Attract Suit to pick up 25 pieces. From the light blue platform, use a super-jump character to reach a ladder on the wall. Climb to an alcove that has an Attracto container. Deposit the pieces into the container to form a small boat. Jump in and ride the boat into the water. Starting from the left side, travel over the five buoys to turn their red lights green simultaneously. If you do it quickly enough, a LEGO canister appears.

## AREA 3



### LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUIT CHANGER

### FREE PLAY AREA

- 1 Cross the toxic ooze with a character who can tolerate it, then pull the lever to raise a ladder on the wall. Climb up and grab a LEGO canister.



- 2 Assemble the LEGOs at the waterslide's bottom to fix the gears. Smash the debris nearby and assemble more LEGOs on the ground to fix a new set of gears. Use your Batarang on the orange valves across the room, flooding

the place. Swim across the room to the small alcove, and assemble the pieces on the ground into a lever. Pull this to create some steps along the waterslides.

### FREE PLAY AREA



- 3 Smash the equipment around the room to create some loose LEGOs. Assemble them into a giant toilet. Use a super-strong character to push it over to the wall, then jump from the top to a ledge on the right for a LEGO canister. Use a bomb on the back wall to destroy the gate and grab some loot inside.

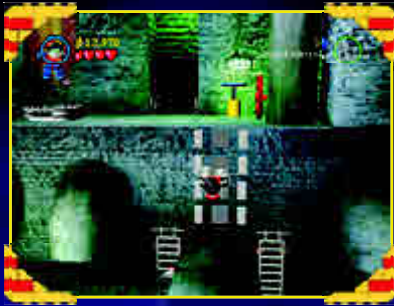


- 4 Use the Demolition Suit on the iron bars and assemble the green LEGOs on the ground to form a crocodile. Keep jumping on its back, which makes it spit up studs for you to collect. Assemble the pieces at the top

of the stairs to form a lever; pulling this creates some loose pieces farther up that you can make into metal plates on the wall.







- 5** Use the Magnet Suit to walk up the wall and get the Water Suit above. Jump into the water, and pull the lever on the wall to raise the water level in the tank to the right. Swim beneath the third platform for a LEGO canister. Climb the ladder back out of the water, and jump across the floating platforms to the other side. Climb the ladder on the wall to the next area.

Climb the ladder back out of the water, and jump across the floating platforms to the other side. Climb the ladder on the wall to the next area.

### FREE PLAY AREA

- 6** Stand on the gray lift while your partner jumps on the blue circular switch nearby, raising you into the air. Use a bomb to destroy the metal cap above you, then jump right into another LEGO canister.

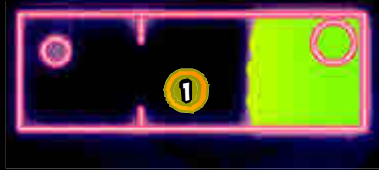


### FREE PLAY AREA

- 7** Break open the containers near the large blue pillar, and turn the loose pieces into gears. Use the Joker's hand buzzer on the right-hand wall's generator to make the lift work. Jump on the lift and ride it to the pillar's top to collect a LEGO canister.



## AREA 4



- 1** There's Killer Croc! He charges in fast, so be ready. Pound him with your attacks to keep him off you. As you attack, avoid the toxic green slime. Keep up your assault until Killer Croc runs into the green muck and

bangs on a pipe, creating some junk to throw at you. Avoid the three pieces Killer Croc heaves at you, and he charges you again. Give him another beat-down, and he retreats into the toxic muck to get more junk to throw at you. Avoid this next set of junk until he comes back out, then attack him. Keep this up until his health is gone and you win!



# ZOO'S COMPANY

## MISSION BRIEFING

Doctor Kirk Langstrom, AKA the Man-Bat, was an expert in mammalian biology who tested a serum on himself to try and cure his growing deafness. Unfortunately, the serum turned him into a man-sized bat, making him super-strong and giving him the ability to fly.

## STORY MODE CHARACTERS



BATMAN

ROBIN



## LEGEND

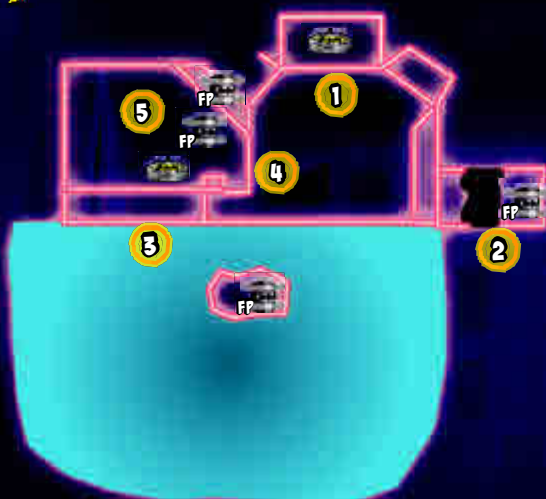


FREE PLAY LEGO  
CANISTER



SUIT CHANGER

## AREA 1

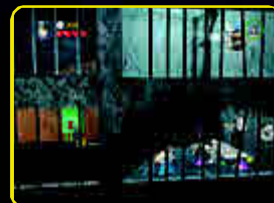


- 1 Bust open the boarded-up windows on the nearby house, then beat down the goons who pop out. Destroy the equipment inside and assemble the loose pieces to create a Glide Suit changer. Destroy more objects

near the water, and assemble the pieces to create a giant penguin you can spin around on.

## FREE PLAY AREA

- 2 Using a strong character, rip off the grate from the wall. Head into the room beyond and use a toxin-resistant character to get over the dangerous oil spill on the ground. Assemble the LEGOs on the ground to form a platform on the wall. Use a super-jump character to leap to the platform and grab a LEGO canister in the air.





**FREE PLAY AREA**

**3** Use a character who can bypass security to open the gate. With the Demolition Suit, destroy the equipment and the second gate you find. Assemble the pieces into a boat on the water and jump in. Race the boat along the water in a clockwise direction and hit the floating buoys, turning their red lights to green. Quickly turn all 11 buoy lights to green simultaneously, and a LEGO canister appears on the island in the water's center.



**4** Bust into the building on the starting courtyard's left. Take out the goons inside, then switch into the Magnetic Suit to walk up the metal siding outside the building. Break the windows and assemble the



leftover pieces to create a grappling hook. Grapple up with Batman; using the Glider Suit, follow the line of studs through the air to the building on the right. Follow another line of studs into an enclosed area, and assemble the pieces on the ground into a bulldozer. Jump on and smash through the gate to get out. Use the dozer again to smash through the gate in the building nearby.

**FREE PLAY AREA**


**5** Search the ground and rooftops for LEGO bits you can collect using the Attract Suit. Don't forget to smash the second-floor windows. Deposit 25 pieces into the Attracto container in the left building to earn a LEGO canister. With a super-jump character, leap to the ledge above the counter on the room's right side. From there, double-jump to a ledge on the room's left side. There is some shiny metal equipment on the ledge; destroy it with a bomb, then collect the LEGO canister that is left behind.

**AREA 2**

**LEGEND**

FP FREE PLAY LEGO CANISTER  
 RED POWER BRICK  
 SUIT CHANGER

**FREE PLAY AREA**


**1** Smash the objects in the area's center and assemble the leftover pieces to form a huge sculpture. A LEGO canister appears at the top. Use Poison Ivy to grow a plant in the pot near the sculpture's base. Double-jump from the plant's top to add the canister to your collection.

**FREE PLAY AREA**


**2** Use a super-jump character to travel up the broken metal stairway. Bomb the circular grate at the center, then use a swimming character to jump in the water beneath it. Climb back out and assemble the pieces on the water's edge to create a red power brick you can collect. Go back to the main trail and run along the fence until you see a metal gate you can bomb. Head into the lion area and super-jump across the stream. Use a bomb on the shiny metal equipment against the wall to reveal a LEGO canister.

## FREE PLAY AREA



- 3** Use a bomb to destroy the metal gate so you can enter the elephant cage. In the rear left corner, jump onto one's back and ride it to the right; grab the LEGO canister for your trouble.



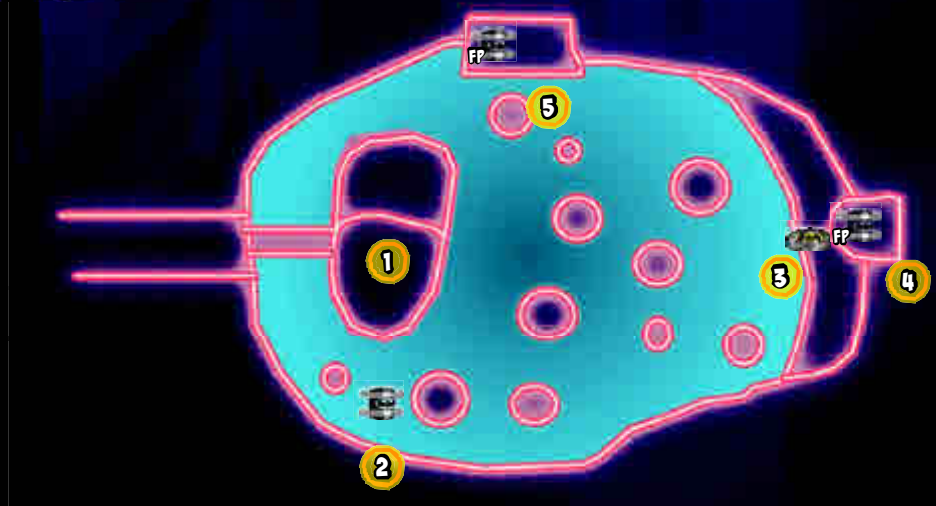
- 4** Smash the items to the shack's left and assemble the pieces into a Technology Suit changer. Break the items on the shack's right and assemble those pieces into a green technology panel on the wall.

Then bash the red panels on the shack itself.

- 5** Glide over the crocodile-infested river to the right and smash everything you see. Assemble the pieces to create a large turtle in the water and a turnstile you can push, which extends a walkway over the river. Access the technology panel you passed earlier to take control of the turtle. Move it under the shack's crawl space and onto the red floor switch. This opens the gate; enter and get the Sonic Suit. Use this suit to smash the glass covering a lever near the turnstile. Pull the lever to open the gate to the next area.



## AREA 3



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUIT CHANGER



- 1** Make your way onto the boat and smash everything in sight, including the large steering wheel. Assemble the pieces left behind into a bouncy plank you can walk on. Get a good bounce and jump to the large lily pads

in the water. Follow the trail of studs in the air as you bounce your way from pad to pad.



## NOTE

IF YOU FALL INTO THE WATER, JUST SWIM TO THE BOAT'S FRONT AND USE THE BAR TO GET BACK ON BOARD AND TRY AGAIN.





- 2** Follow the trail of studs along the lily pads on the area's right side. Bounce to the last one, where a LEGO canister appears high overhead. Use the super-bouncy lily pad to get a high jump and grab it.

- 3** Head to the shore in the area's rear and smash the equipment you find there. Turn the leftover pieces into a Demolition Suit changer and a small ladder. Put on your new suit and head back to the boat. Bomb the metal grate at the center, then jump inside.



## FREE PLAY AREA

- 4** After you smash the items in the area's rear and form a ladder from the leftover pieces, head to the ledge above. Use a super-strong character to lift the statue, revealing a hidden LEGO canister.

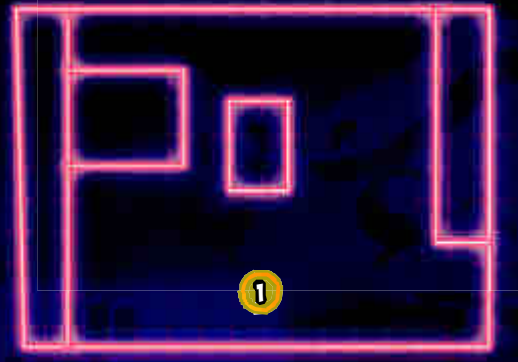


## FREE PLAY AREA

- 5** Head to the waterfall and use Mr. Freeze's freeze gun on the shimmering particles. The lily pad you're standing on sinks below the surface, so you must get off and wait for it to float back to the surface before you can continue freezing the water. After you freeze the water particles, a LEGO canister appears under the waterfall. Jump from the lily pad to the stone slab under the waterfall and grab it.



## AREA 4



- 1** The Man-Bat is a tough customer. Assemble some equipment near your starting location. Use your Batarang to destroy some items around you, then assemble these pieces into a turnstile and a device

that will knock Man-Bat out of the air. When the device is complete, start introducing the Man-Bat to your fists. After he loses a few hearts of health, he retreats to the rafters above, where he will drop bombs on your head. As soon as he takes off after his beating, push the turnstile until it stops, then hold it. As the Man-Bat flies by, he will get knocked out of the air and then you can attack him again. He immediately bombs your creation, so you must rebuild everything. After fixing the equipment, push the turnstile again to knock the Man-Bat out of the air, where you can attack him again. Repeat this process of knocking the Man-Bat out of the air, attacking him, and repairing the equipment he damages until he is out of health and victory is yours.

# PENGUIN'S LAIR

## MISSION BRIEFING

Oswald Chesterfield Cobblepot, AKA the Penguin, is a devious crime boss who is seldom seen without one of his trick umbrellas. He can use an umbrella to glide, and keeps penguin bombers under his hat, which can be dispatched at will.

## STORY MODE CHARACTERS



BATMAN



ROBIN

## AREA 1



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUPER SECRET ITEM
- SUIT CHANGER



**1** Smash all the items in this icy area. Plant some seeds on the left to grow your first hidden carrot. Put the pieces together on the back wall to form a ladder so you can get the Glide Suit from the changer above. Glide

from the broken bridge to the right and smash everything in sight.

**3** Use some LEGOs on the ground to fix the giant red air pump, then jump on the green switch. Keep jumping to fill up an orange life raft in the pond you crossed, allowing Robin to join you.



## FREE PLAY AREA

**2** Use the Sonic Suit to break the ice over the frozen pond. Jump inside the water for a LEGO canister.



**4** Use Mr. Freeze and stand on the orange raft while you freeze a small chunk of ice near the back of the small pond. Jump on the ice slab you created, and bomb the metal grate so you can get a LEGO canister behind it.





## PENGUIN'S LAIR

### WALKTHROUGH



- 5** Break the icicles off the shack and turn the leftovers into a heater to melt the ice away from the door. Head inside for the Water Suit. Bust some items by the water's right edge to find some seeds. Plant them to uncover

a second hidden carrot. Use the Water Suit to dive underwater and pull a lever on the back wall; this lifts a bridge to the surface.



- 7** Chop down the trees against the back wall to uncover a grapple area. Grapple to the top, then glide over to a ledge on the left. There you find a LEGO canister. Destroy more items on the area's right and plant the seeds you

uncover. This reveals the level's third large carrot and a LEGO canister.

### FREE PLAY AREA

- 6** Use a super-jump character to climb the bars on the wall. When you reach the top, jump to the shack's roof for a LEGO canister.



## AREA 2



### LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- RED POWER BRICK



- 1 Follow the cliff's edge until you see a line of studs in the air. Follow the studs toward the screen until you land on a platform; grab the LEGO canister. Catwoman and the Penguin are not happy to see you. Catwoman

jumps down to scare you away, so give her a few good hits to send her packing. Next, hit the Penguin with your Batarang until he releases his exploding penguins. Destroy the penguins on the four treadmills in the alcoves around the area by adjusting the turnstyle so that the exploding penguins released by the Penguin bounce off of it and into the alcoves. Once the penguins and treadmills are gone, use your Batarang to destroy the corresponding lights above each alcove. After the fourth light is gone, a LEGO canister appears.

- 2 After the penguins in the alcove are gone, the Penguin floats around above you. Batarang him to get him out of the sky, and then pummel him until he cries penguin.



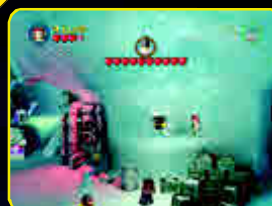
## FREE PLAY AREA

- 3 Send a penguin bomb through the toxic waste to blast the metal cap covering the grate; then climb inside for a LEGO canister.



## FREE PLAY AREA

- 4 Use a super-jump character to jump in the air and grab the LEGO canister on the right wall.



## FREE PLAY AREA

- 5 Use the Sonic Suit to destroy the door in the ice bank on the room's right side and head inside. Smash the panels on the back wall and use your Heat Protection Suit to assemble what's left into a LEGO canister. Grapple up the back wall and glide over to a hanging bar on the right wall. The bar lowers as you hold on, opening some tubes in the ceiling that release penguins. As the penguins jump on the nearby treadmills, you need to jump on the first one. As you run on the treadmill, the red lights near it turn green. After all three lights are green, run to the right wall and jump on the circle switch. This brings up a red power brick for you to collect.





# JOKER'S HOME TURF

## MISSION BRIEFING

Jervis Tetch, aka the Mad Hatter, is a crazed villain whose criminal identity is inspired by the lunacy of *Alice's Adventures in Wonderland*. He uses his mind-control technology to bend people to his will and is never seen without a large and fantastic hat.

## STORY MODE CHARACTERS

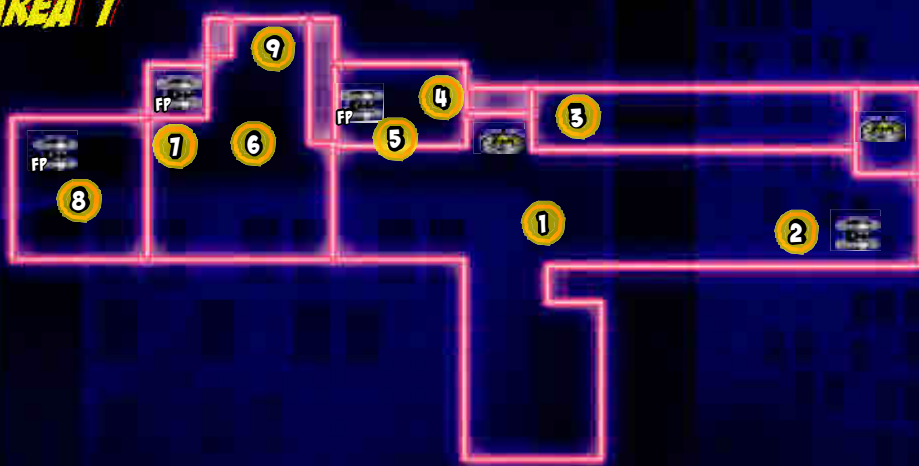


BATMAN



ROBIN

## AREA 1



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUIT CHANGER



## CAUTION

DO NOT STEP INTO THE SMALL POOLS OF TOXIC GREEN OOZE OR YOU WILL DIE INSTANTLY.

- 1 Bust out the gate blocking your path, then use a Batarang to knock out the support beams on the large structure against the back wall. This makes some boxes fall to the ground, spilling out loose LEGOs.



Assemble the pieces into an Attract Suit changer. Smash all the objects in the area and use the suit to pick up 25 LEGO parts. Deposit the parts in the Attracto container to form a vacuum hover car.



- 2 Drive your new car around to suck up all the deadly green goo in the area. Then leave it and climb to the next level. Don't worry, you'll be back for more goo sucking later.



- 3** Grapple to the rooftop above and assemble the pieces into a Glide Suit changer. Drop off the left side and fix the equipment along the fence. Use the Glide Suit to follow the line of studs through the air and connect the

pieces on the ground. This forms a zip line for Robin to cross before you climb the ladder to the next rooftop.

- 4** Jump and hang from the platform attached to the wall; your partner will do the same to the other side. This breaks the platform, and the items on it fall to the ground, creating a hole for you to drop through.



## FREE PLAY AREA

- 5** Use a bomb to destroy the shiny equipment on the platform. Assemble the leftovers to create a fan on the steaming grate. Ride the steam into the air for a LEGO canister.



- 6** Bust open the gate blocking your way, then push the box along the floor's checkerboard pattern until it drops off the edge and breaks. Follow the line of studs through the air and glide to the room's other side,

where you can push another box to the ground. Glide toward the screen to avoid landing in goo. Break all the items in the area and use the Attract Suit to suck up 25 LEGO bits. Deposit these pieces into the Attracto canister to create a large cannon that immediately destroys the gate nearby.

## FREE PLAY AREA

- 7** Use the Joker's hand buzzer on the left wall's generator. Super-jump to the ladder nearby and climb to the ledge above. Move along the wall until you find a small room with a LEGO canister for your collection.



## FREE PLAY AREA

- 8** Use a character who can bypass security to access the security panel on the left wall and head through the gate. Push the container along the checkerboard floor until it stops under the pipes. Smash the equipment in the area, and use a Heat Protection Suit to put the yellow piping back together. Move around the room and put the rest of the loose pieces back on the large equipment in the back. The equipment is operational for only a short span before it breaks again, leaving behind a LEGO canister.

- 9** Move through the open gate and return with the vacuum hover car to suck up all the green goo. Once you have done that, the parking pad in the opening area will be unlocked. Go there to drop off your supply of goo and collect a LEGO canister. When the room is safe, assemble the LEGOs on the ground to fix the gears on the wall. Now you and your partner can pull the levers to open the gate to the next area.

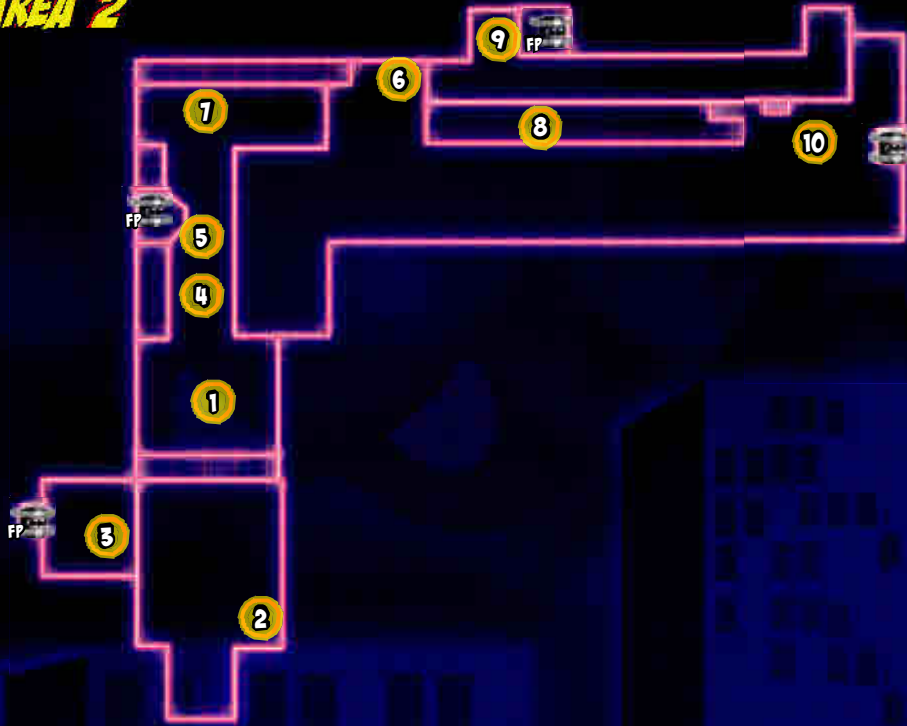




AREA 2

LEGEND

LEGO CANISTER  
FREE PLAY LEGO CANISTER



**1** Climb the short flight of stairs to reach the upper walkway, then push the two boxes off the edge; they break on the ground below. Jump on the crate against the back wall and glide across the room, following the

trail of studs. Push another box off the walkway, then drop to the ground below and assemble all the loose pieces into a forklift you can drive.

FREE PLAY AREA

**2** Use a bomb to destroy the shiny metal items near the entrance, then assemble the leftovers into a ladder you can climb. Clear the rafters of enemies and studs.



FREE PLAY AREA



**3** Use the Technology Suit to access the green tech panel to gain control over the machine in the next room. Move the equipment to the back left corner and grab a bomb from the platform. Move the bomb

over one of the glowing objects on the ground, then release to destroy it. Grab another bomb and repeat until you destroy all three of the large glowing pieces of equipment and a door to the left opens. Head inside the room you just cleared and assemble all the pieces on the ground. This creates floor switches for you and your partner to step on, opening a gate in the back wall; go snatch the LEGO canister inside.



**4** Smash the tanks on the ground with the forklift you created earlier. Assemble the pieces into another forklift and a ladder that leads up to a higher platform. Before you go up, smash the red and green tanks in the

walkway's middle and assemble the pieces into a switch on the back platform. Jump on the large switch to shut off the steam blasting out on the platform overhead. Now climb the ladder to the top. Glide through the air to the right to reach the next platform. Step on the floor switch to shut off the steam blocking the path below.

## FREE PLAY AREA



- 5** Use a character who can withstand hazardous material and jump into the green toxic-waste area. Pull the lever to stop the liquid from pouring out the right pipe, then head inside it for a LEGO canister. Use a small ledge on the front right corner to jump out of the area.



- 6** Drive the forklift into the area and smash all the shiny equipment. Assemble the pieces into a turnstile. Use the bar on the back wall to reach the platform above, and glide to the back left corner. Assemble the LEGOs

you find to fix the equipment overhead. Drop to the ground and push the turnstile to move the equipment you just fixed, then pull the lever on the back wall. This fills the large tank on the right with green slime.

- 7** Jump along the items in the long tank to reach another platform on the other side. Glide along the wall to a yellow and black platform and then to some bars hanging on the next platform. At the top, pull the lever on the wall to raise a walkway below you.



## CAUTION

DON'T FALL OFF THE FLOATING BARRELS OR YOU DIE A HORRIBLE DEATH.

- 8** There is a tan parking pad at the walkway's end. Get the forklift vehicle you created earlier and park it on the pad. This lowers an elevator nearby that you can ride to a higher walkway.



## FREE PLAY AREA



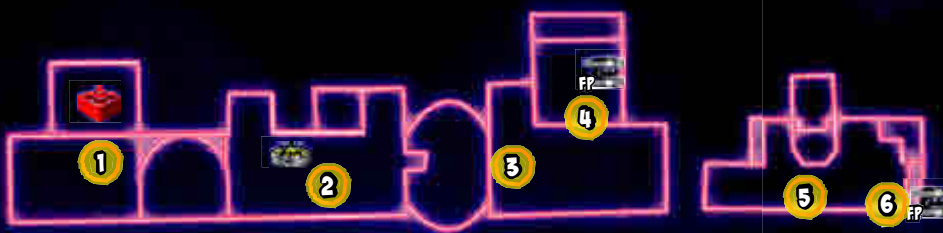
- 9** Use a super-strong character to pull the metal gate out of the way, and assemble the pieces on the ground to form a bar on the left wall. With a super-jump character, leap to that new bar, then over to some bars on the right wall. Climb to the ledge above for a hidden LEGO canister.

- 10** Climb down the long ladder to reach a small platform on the edge of the deadly green water. Jump and glide along the barrels floating in the toxic water until you reach a small platform on the right wall; nab the LEGO canister there. Head back to the upper walkway and follow it to the right.





# AREA 3



## LEGEND

- FP FREE PLAY LEGO CANISTER
- RED POWER BRICK
- SUIT CHANGER

## FREE PLAY AREA

**1** Use Mr. Freeze to create ice chunks over the green water to the left and cross to the other side. Use the Sonic Suit to bust out the glass on the back wall so you can access the levers. There are three tubs against the wall: purple, green, and orange. When the tube hanging from the ceiling is over a tub, pull the appropriate colored levers to create the color of each tub. Remember, red and yellow make orange, yellow and blue make green, and red and blue make purple. After all three tubs are filled, a red power brick appears for you to grab. Use the Magnet Suit to climb a metal wall for some bonus studs.



**2** Use your Batarang to shatter the items hanging from the ceiling. Assemble the pieces that fall into a Magnet Suit changer. With your new suit, climb the metal wall to the right and assemble some LEGOs on the ground to fix the blue equipment. Push it to the end of the checkerboard floor and a turbine will start spinning, raising part of a walkway below that you can cross.

**3** Use the Glide Suit and cross the partially complete walkway. Assemble the pieces on the other side to finish the work so Robin can cross. Use the Magnet Suit to climb a metal wall. Push the turnstile at the top to open a door in the left wall you can enter.



## FREE PLAY AREA

**4** Use the electric hand buzzer to start the generator and open the blue gate nearby. Jump on the elevator and ride it to a room at the top. Push the turnstile you find to drain the green liquid from a vat, revealing a LEGO canister.



**5** It's Mad Hatter time! When he charges you, give him a few good hits to send him retreating to the back of the room. Head to the room's opposite side and walk up the metal siding with the Magnet Suit. Head down the gray walkway, making it collapse; now Batman can join you. Step on the red switches near the rear wall to send the Mad Hatter into the goo. He's ready for more fighting, so give him a few punches. If he tries to stop



you with his mind control, tag over to your partner so you can continue the attack. After a few more hits, he retreats again. Smash the objects near the entrance and use the leftover pieces to fix the elevator. Ride it to the walkway above and step on the red floor switches with your partner to send the Mad Hatter crashing back into the toxic goo below so you can fight him again. Keep this up until you defeat him. The only hat he'll be wearing now will feature black and white prison stripes.

**FREE PLAY AREA**

- 6 Use a bomb to destroy the shiny equipment along the right wall to reveal another LEGO canister.



**CAUTION**

WATCH OUT FOR THOSE CANISTERS THAT KEEP DROPPING ON THE AREA, BECAUSE THEY ARE DEADLY.

# LITTLE FUN AT THE BIG TOP

**MISSION BRIEFING**

Dr. Harleen Quinzel was the Joker's psychiatrist at Arkham Asylum, until she fell in love with him and reinvented herself as the madcap villain Harley Quinn. She is an accomplished acrobat, who will do anything to demonstrate her adoration of the Clown Prince of Crime.

**STORY MODE CHARACTERS**

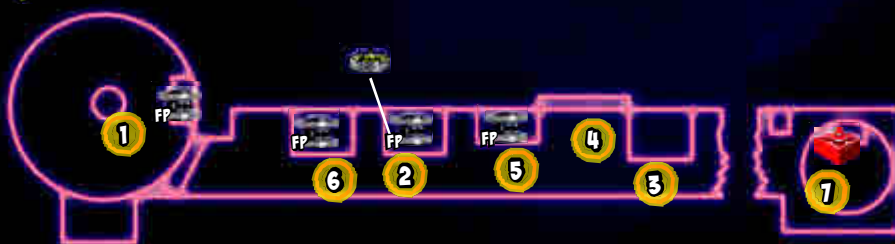


BATMAN



ROBIN

**AREA 1**



**LEGEND**

- FREE PLAY LEGO CANISTER
- RED POWER BRICK
- SUIT CHANGER



**CAUTION**

DO NOT STEP INTO THE GREEN TOXIC OOZE ON THE WHARF'S LEFT SIDE, BECAUSE IT IS INSTANT DEATH.



## LITTLE FUN AT THE BIG TOP

WALKTHROUGH

### FREE PLAY AREA



- 1 Use a strong character to move the bus blocking the big tent. Continue using that character to pull a heavy container from the left wall to the area's center. Switch to a super-jump character to leap atop the container to the platform overhead. Assemble the LEGOs there to create a zip line. Follow the zip line to a platform on the right with a LEGO canister.

- 2 Destroy the door on the third building, and go inside to get the Demolition Suit. Use it to destroy the boarded-up windows of the second building and the shiny silver bars in between the structures.



### FREE PLAY AREA



- 3 Use the Technology Suit to access the metal door covering the windows of the nearby shack and raise them up. Inside is a duck-shooting gallery. Use your Batarang to destroy all the ducks and earn a LEGO canister.



you can move through to the next area.

- 4 Destroy all the objects in the area, then assemble the leftovers into a ladder leading up and two silver pieces of equipment. Use the Demolition Suit to destroy the equipment and create a hole in the gate that

### FREE PLAY AREA

- 5 Use the ladder on the wall and jump to the nearby roof. Jump to the next roof and bomb the metal grates on top. Leap in the center hole with your Water Suit to get the LEGO canister down below.



### FREE PLAY AREA



- 6 Use the Sonic Suit to destroy the windows of the first building on the boardwalk. Head inside and smash everything you see, and a LEGO canister appears on the roof. Use the ladder near the area's exit to reach the rooftops. Glide left until you snag the canister.

### FREE PLAY AREA

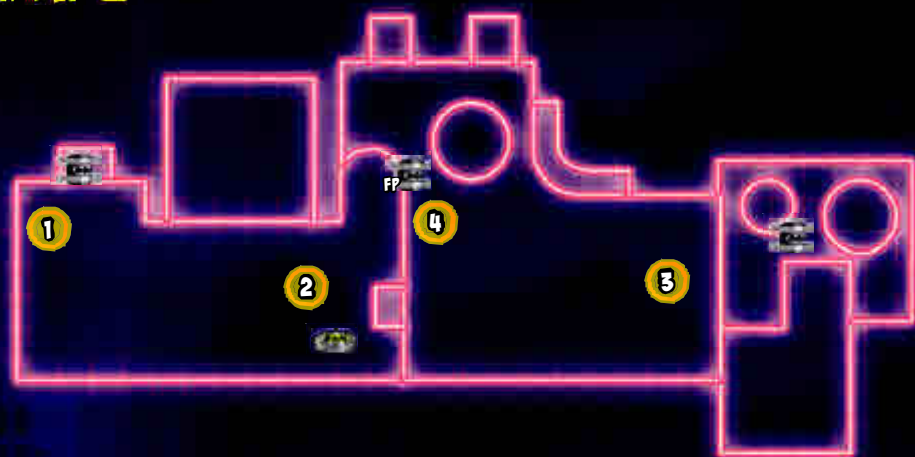
- 7 Use a flying character to glide over the broken boardwalk to the right. Once on the other side, assemble some LEGOs into a zip line so your partner can cross. Pull the lever in the little booth nearby to open the next gate.



Head into the following area, and pull the lever of the machine against the back wall for a stud payday. Keep pulling until the studs run out.

Use the Technology Suit to access the green tech panel on the large game to gain control of the hook inside. Use the controls to grab and drop three pink toys in the hole; smash each one as it comes out. After destroying all three, grab the red power brick and drop it in the chute to add it to your collection.

## AREA 2



### LEGEND

-  LEGO CANISTER
-  FREE PLAY LEGO CANISTER
-  SUIT CHANGER

**1** Grab the Sonic Suit in the corner and use it to break the glass dome on the equipment to the building's left. Destroy the rest of the container, then assemble the pieces to form a grapple area. Use your Batarang to destroy the window overhead, then grapple up and enter the room to get a LEGO canister.



**2** Use the Sonic Suit again to smash the building's windows. Assemble the LEGOs on the floor inside to create a Magnet Suit changer. Smash the objects in the area outside and assemble the LEGOs to create a turnstile you can push. Climb the metal wall, and assemble the LEGOs you find at the top to create a grapple line that will get you over the fence.



**3** Break the tables and chairs and put together the leftovers to form an Attract Suit changer. Using your Sonic Suit, smash all the items in the area, including the glass windows; collect 25 LEGO bits. Deposit these into the Attracto canister, and a ladder forms on the wall for you to climb. Head into the dark doorway of the tower to the left, and you come down the slide at the top. Grab the LEGO canister on your way down.

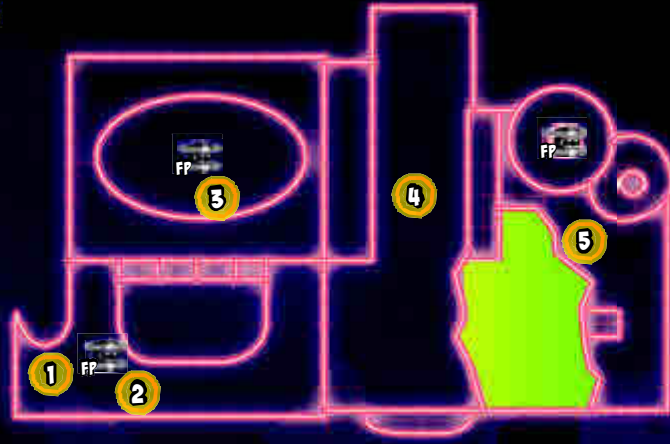
### FREE PLAY AREA

**4** Use the Joker's electric hand buzzer on the generator to the left of the teacups to get the ride spinning. After a moment, a LEGO canister appears.





### AREA 3



### LEGEND

FP FREE PLAY LEGO CANISTER



- 1 Smash the windows on the tower, then grab the loot inside. Use the grapple hook area to reach the second-story window for more loot. Follow the boardwalk to the right and smash everything you find. Assemble

some LEGOs left behind to create a turnstile. Push it to open the gate to the next area.

### FREE PLAY AREA

- 2 Use the Technology Suit to access the green tech panel next to the colorful boats. Steer each colored boat into its corresponding colored boathouse. After all four boats are in their boathouses, a LEGO canister appears over the water. Use a toxin-resistant character to get it.



### FREE PLAY AREA



- 3 Use a super-strong character to pull the gate off the back right fence to access the bumper cars. Jump in one of the cars, and some goons join you. Ram each bumper car a few times to disable it. After all three enemy cars are disabled, a LEGO canister appears in the rink's center.



- 4 There's Harley Quinn, and she wants to play with you. Chase her around the black-and-white area while she does backflips to get away. Keep up the chase until she gets tired and stops. Attack her and then she is off, so

keep up the chase until she tires again. She takes a quick break from the chase to drop some deadly jack-in-the-boxes on you as well as some of her evil thugs, so take them out quickly before they hurt you. When Harley Quinn comes back, chase her once more so you can attack her again. Eventually you wear her health down and win!

### FREE PLAY AREA

- 5 Cross the deadly green ooze with a toxin-resistant character. Grapple up the first post to reach a platform overhead. Build a zip line to cross over to the platform on the left for a LEGO canister.



# FLIGHT OF THE BAT

## MISSION BRIEFING

Professor Jonathan Crane, AKA the Scarecrow, is a twisted scientist whose fear toxin stimulates the phobias of his victims. He uses his biplane to rain terror on the citizens of Gotham City from the skies, causing havoc with his scare gas bombs.

## STORY MODE AIRCRAFT



BATWING



BATCOPTER

## AREA 1



## LEGEND

- LEGO CANISTER
- SUPER SECRET ITEM



- 1** When you fly in close to the building on the right, a large billboard of the Scarecrow drops down, blocking your path. Shoot the objects on the rooftop nearby to reveal a missile

launcher where you can load up with three missiles at a time. Use your new weapon to destroy the first of six missile launchers as well as the billboard. Now you can head through the broken billboard to the next section of buildings.

**2**

- Train tracks run through the area's center. Use a missile to destroy the missile launcher on the track to break it apart. Head up the tracks for a LEGO canister. Shoot four more missile launchers in the area for a total of six, and you get another LEGO canister added to your stash.



- 3** Use the Batcopter to grab a bomb from the dispenser on the rooftop and fly through the broken billboard. Drag the bomb to the far right building and send it into a metal box on the ledge under the hotel sign. This breaks

open the box; snatch the LEGO canister inside. Fly into the back right corner and grab the LEGO canister hovering in the air.



## FLIGHT OF THE BAT

### WALKTHROUGH



### NOTE

WHEN YOU DRAG THE LOW-HANGING BOMB ACROSS THE AREA, MOVE THROUGH THE BROKEN TRAIN TRACKS OR THE BOMB WILL GET DISCONNECTED.



- 4 The Scarecrow blocked the way to the next area with a burning pipe. Grab another bomb and drag it into the pipe to clear the way so you can move forward.

## AREA 2



### LEGEND

- LEGO CANISTER
- RED POWER BRICK
- SUPER SECRET ITEM



- 1 Fly to the back wall and use a missile to destroy part of the pipe and get a LEGO canister.

- 3 There are three metal valves on the rooftop. Grab a bomb from the dispenser and drop one on each valve. After you destroy the third one, a LEGO canister appears.



- 2 Fly along the rooftop to the right, blasting everything in sight, including some Joker boxes. Use a missile on the silver fan in the corner to reveal a weight in the area's front left corner. Use the Batcopter to drag the weight over to the orange switch to get a LEGO canister.



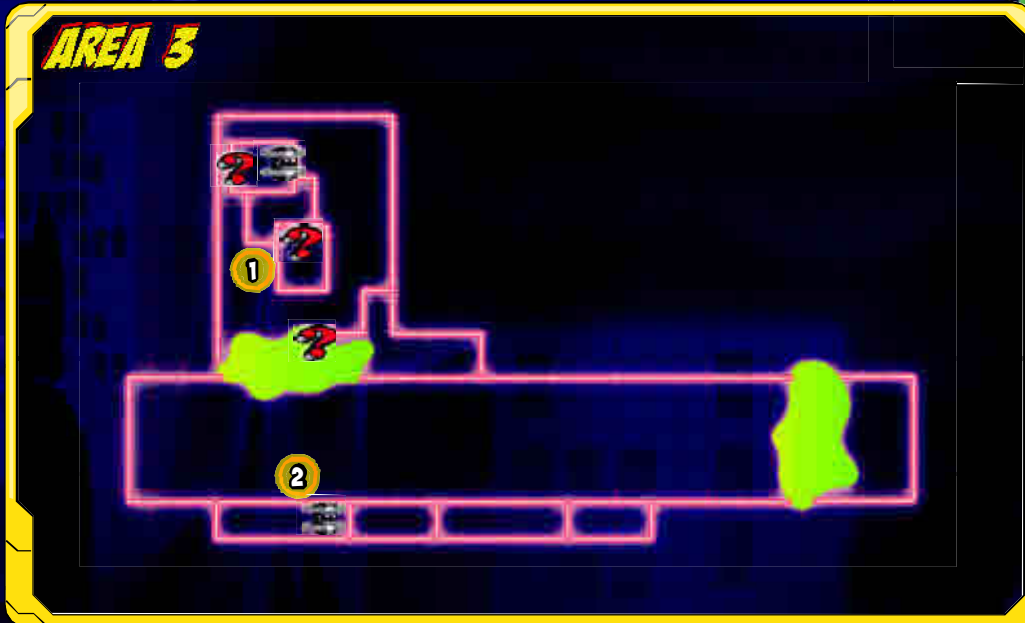
### FREE PLAY AREA



- 4 Destroy the pipes and fence in the back right corner to reveal a giant turnstile. Shoot its green edges to rotate it around, raising another one to the right. Shoot this second turnstile to raise a barrel out of a hatch. Shoot it to find a red power brick.



- 5** Use your missiles on the electric-fence posts near the right wall. After you hit both posts, the fence is deactivated and you can continue.



**LEGEND**

- LEGO CANISTER  
 SUPER SECRET ITEM

**FREE PLAY AREA**

- 1** Fly through the green toxic cloud and shoot the three gargoyles in the area to receive a LEGO canister. Switch to a helicopter and fly over the helipad on the rooftop, marked with an "H"; you get another LEGO canister to add to your stash.



- 2** When you reach the next area, fly toward the screen and shoot everything you see. Grab the LEGO canister hovering in the air. The Scarecrow's biplane is buzzing around the area. Grab him with the Batcopter and when the reticule turns purple, let him have it with a missile from the Batwing. Once you take away all his health, you win.





# IN THE DARK NIGHT

## MISSION BRIEFING

Drury Walker took on the persona of Killer Moth to fight the Dark Knight, and developed Batman-like equipment to assist in his criminal activities. His Flight Suit enables him to glide silently over the streets of Gotham.

## STORY MODE CHARACTERS

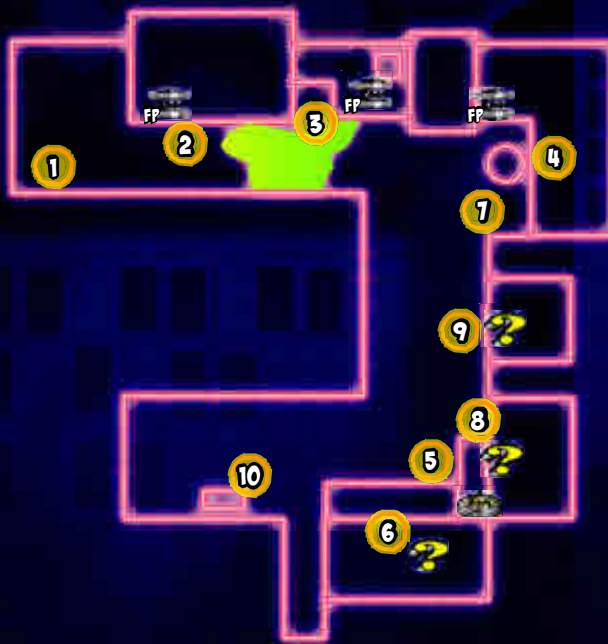


BATMAN



ROBIN

## AREA 1



## LEGEND

- FREE PLAY LEGO CANISTER
- SUIT CHANGER
- SUPER SECRET ITEM



## CAUTION

THE GREEN TOXIC OOZE IS DEADLY, SO WATCH YOUR STEP.

## FREE PLAY AREA

- 1 Fix the broken Batwing for a huge payday. Break the objects in front of the building and assemble the pieces to fix the elevator. Jump to the bar above and then again to get atop the elevator. Follow the line of studs through the air and over the fence.



- 2 Use a super-strong character to rip the brown doors off the building. Head inside and use the Sonic Suit to shatter the glass cages and then pick up the LEGO canister.



## FREE PLAY AREA



- 3** Use the Joker's hand buzzer on the generator in front of the building to lower a ladder to the right. With a super-jump character, get up to the ladder and climb it to the top. Use the Sonic Suit to bust out a window; grab the LEGO canister that was behind it.

## FREE PLAY AREA

- 4** Super-jump from the indestructible objects on the street to a bar on the back building and jump to the platform overhead. Next, use a grapple hook to reach the rooftop above. Smash everything you see and grab a LEGO canister.



- 5** Smash the containers in the alley, then assemble the LEGOs to create a fan. Completely smash the phone booth around the corner and pull the switch hidden behind it to get the fan blowing. Ride the gust of air to a ledge above and follow the line of studs to a room with lots of breakable things. Assemble the leftover pieces into a turnstile. Have Batman stand on the gray platform while you push the turnstile to raise him up. Tag over to him, where you find the Demolition Suit changer.



## FREE PLAY AREA

- 6** Use a super-jump character while on the ledge above the street to reach a ladder on the wall. Climb it to the roof. Smash all the equipment you find on the roof to reveal the first of three hidden objects scattered around the area.



- 7** Smash the objects in the area and assemble the loose pieces into a car and into some handrails up the building. Climb the rails to the small ledge above and follow it around the top for some studs.

Use the Demolition Suit on the equipment in the street to form a pump that sucks up some of that green ooze. Use the suit to destroy all the manhole covers in the road.

- 8** Use the Demolition Suit to destroy the building's silver bars, then run inside and smash everything. Put together the pieces on the ground to create an oven containing a delicious cake. Destroy it to reveal the second hidden item on this level.



## FREE PLAY AREA

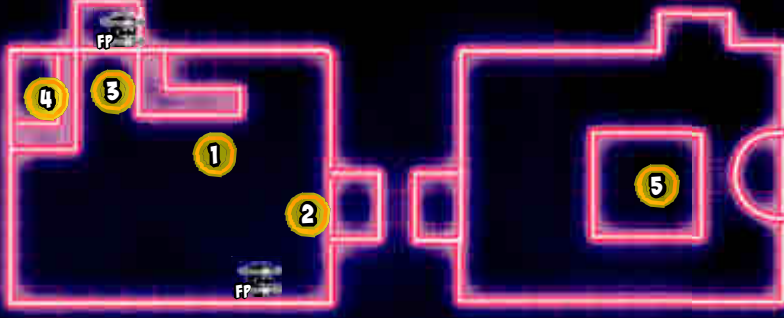
- 9** Use a character with mind-control abilities to take over the person in the building and have him pull the lever on the wall. This deposits a metal box on the street; use a bomb to blow it open. Assemble what's left on the brown door to create some handles, then use a strong character to toss the doors out of the way. Smash everything inside the room, and assemble the pieces into a cake. Smash it to find the third hidden object and get a LEGO canister for your trouble.



- 10** Destroy the objects at the street's end, then assemble the pieces to create a little red car to drive. Use the Demolition Suit to destroy the shiny metal van blocking the doors and head on through.



### AREA 2



### LEGEND

FP FREE PLAY LEGO CANISTER

**1** The club has a lot of cool things to break, such as a bar and pool tables; afterward, assemble the pieces at the entrance to form a grappling area. Smash more stuff near the second bar and assemble more loose LEGOs to create part of a zip line overhead. Grapple to the ledge overhead and put together more pieces to create the second part of a zip line and then cross. Use the Demolition Suit on the lights to break them apart.



**2** Assemble the pieces from the broken lights to fix the checkerboard floor, then push the equipment against the wall. Destroy all the objects in the area, and fix the other piece of equipment nearby. Push it against

the wall to activate the levers there. Pull the levers and the elevator door opens in the wall; get in.

### FREE PLAY AREA

**3** Use a character with special plant abilities to grow the plants in the pots along the water tank. Jump to the top of the tallest plant, then super-jump into the water. With the Water Suit, dive to the water's bottom to add a LEGO canister to your stash.



### FREE PLAY AREA

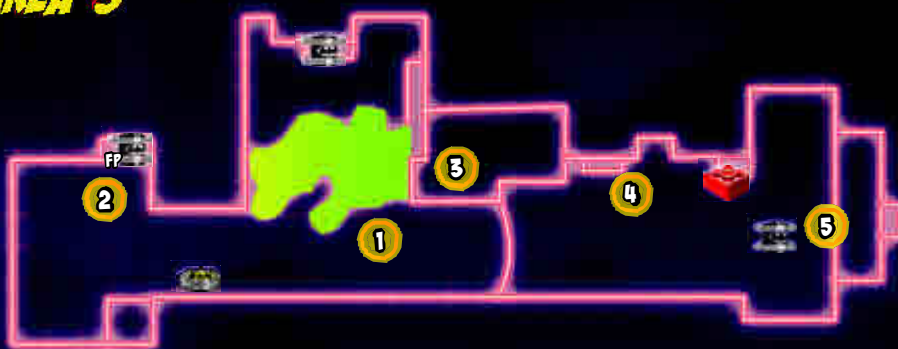


**4** Use the Attract Suit to collect LEGO bits around the area; deposit them into the Attracto container to form a small helicopter. Put on the Technology Suit to access the tech panel, and fly the chopper toward the screen and into the disco lights hanging from the ceiling. After you hit each one, turning them on, you get a LEGO canister.

**5** Break all the stuff in the room and assemble the pieces left behind to create a disco ball in the ceiling and two bumping speakers. This opens a trapdoor in the room's center with a giant robot for you to take out. Use the Demolition Suit on the giant silver statue, and assemble the pieces to create a Technology Suit changer. Use the new suit to access the green tech panel on the wall; move the robot to the back right corner to smash a hole in the wall so you can get out.



## AREA 3



### LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- RED POWER BRICK
- SUIT CHANGER



- 1** Smash the objects on the ground and turn the loose pieces into a brown ladder leading up. Some nearby pieces turn into a Magnet Suit changer when assembled. Use the new suit to walk along the metal wall

over the green ooze and break things on the other side. Assemble the pieces to create a pump that sucks up all the green toxic ooze so your partner can join you.

### FREE PLAY AREA

- 2** Assemble some handles on the blue vehicle, then use a super-strong character to pull it out of the way, revealing a hidden room. Head inside and use a bomb to destroy the metal equipment; you get a LEGO canister to add to your collection.



- 3** Destroy the metal containers on the ground with a bomb, then turn the leftovers into metal wall siding that you can climb using the Magnet Suit. Grab the LEGO canister on the ledge above, then follow the zip line to the building

on the right. Pull the lever on the wall to lower a ladder so Batman can join you. Use the Demolition Suit to destroy the silver gate blocking your path. Smash everything on

the rooftop, including the wall fixtures; use the leftovers to fix the water gun on the edge. Jump on the colored red switches to activate the gun and put out the fire below.

### FREE PLAY AREA

- 4** Use a bomb to destroy the metal Dumpsters against the wall; then, with the Heat Protection Suit, turn the leftovers into a red ladder. Climb to the ledge above and glide to the next ledge on the building. Super-jump to a higher ledge for a red power brick.



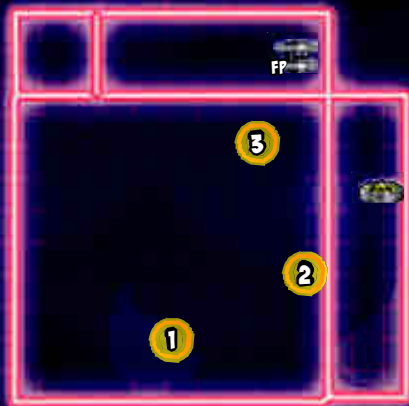
- 5** Destroy all the objects in the area. Use a bomb on the manhole cover in the street. Jump inside and grab a LEGO canister. Head through the doorway in the back building to move to the next area.



## IN THE DARK NIGHT

### WALKTHROUGH

## AREA 4



### LEGEND

-  FREE PLAY LEGO CANISTER
-  SUIT CHANGER



- 1 Time to squash Killer Moth! Use the Demolition Suit to destroy the shiny metal containers; use the leftover pieces to fix the large turbine on the left. With the Demolition Suit, destroy the bars in the back left corner and

grab the Technology Suit inside. Use your new suit to access the tech panel on the equipment you fixed, and get the gears spinning. Once the giant lightbulb in the room's rear is lit, the turbines will explode by themselves. When Killer Moth or his goons try to stop you, give them a beat down.

- 2 Use the debris from the first turbine to fix the second one in the room. Head into the side room on the right and push the equipment along the checkerboard floor to the end, where it hooks up with the pipes in the wall. Access the tech panel on the new equipment you just fixed to spin the gears; then pull the levers on the back wall once more. Then it is time to finish off Killer Moth.



### FREE PLAY AREA

- 3 Use the Sonic Suit to shatter the glass window in the back wall. Destroy everything inside, then assemble the pieces to fix the nearby equipment. Use the Joker's hand buzzer to power the generator. This causes a minor explosion but gives you a LEGO canister.



# TO THE TOP OF THE TOWER

## MISSION BRIEFING

The Joker's clown-like appearance and big smile hide a devious mind bent on creating as much trouble as possible for his archenemy Batman. His array of weapons includes an electric hand buzzer, deadly machine guns, and laughing gas.

## STORY MODE CHARACTERS



BATMAN



ROBIN

## AREA 1



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUIT CHANGER
- SUPER SECRET ITEM



- 1 Smash the shrubbery in front of the cathedral, and turn the leftovers into a Demolition Suit changer. Jump to the bar hanging on the platform on the far right tower. Use it to reach the ledge above and use your bombs

to destroy the first of three gargoyles of the level. Lob another bomb at the gate to find a Magnet Suit changer.

## FREE PLAY AREA



- 3 Smash all the items in the area, and use the Attract Suit to pick up 25 LEGO bits. Put them into the Attracto container on the area's right side to form a bomb. Hit the bomb to destroy part of the wall; head into the area behind it for a LEGO canister.

## FREE PLAY AREA

- 2 With a super-jump character, jump from the tower with the Magnet Suit changer to the cathedral's right side. Pull the lever you find to create a stone platform in the wall. Super-jump from the ledge to the platform you created, and from there to a LEGO canister.



- 4 Run to the left fence and bomb the second metal gargoyle of the level. Smash the objects near the building and turn the leftover pieces into a ladder up the wall. Climb to the ledge above, and stand on the red floor switch while your partner does the same. A window opens, revealing a LEGO canister.





## TO THE TOP OF THE TOWER

WALKTHROUGH



- 5** Run to the back left tower and use a bomb to destroy the pillars of the back left tower. Assemble the pieces into some metal siding up the wall. Push the large block statue to the right, then use the Magnet Suit to walk

to the ledge above. Jump along the platforms to the right until you reach a turnstile to push. This opens a window in the cathedral, releasing Harley Quinn.

### FREE PLAY AREA

- 6** Use the Sonic Suit to shatter the glass window of the back left tower, and grab the LEGO canister inside.



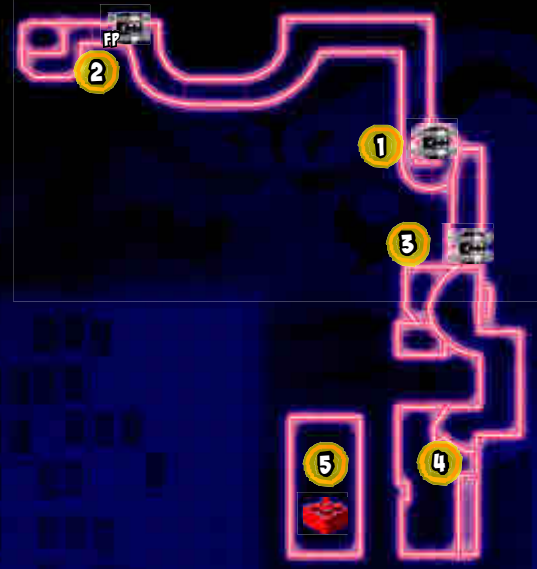
- 7** Shoot Harley Quinn with the water gun. She will eventually destroy both guns, but reassemble them and shoot the blue gargoyle in the center of the cathedral. Harley Quinn will then retreat inside.



Assemble the debris into a fan and ride it to the ledge. Run and jump along the ledges to the left until you reach the left tower; bomb the third gargoyle of the level and receive a LEGO canister. Grapple back to the high cathedral ledge and head in through the window.



## AREA 2



### LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- RED POWER BRICK

- 1** Smash the jack-in-the-box around the right corner of the entrance. Assemble the pieces on the ground into a lever you can pull. This lowers a platform with a gargoyle blocking the ledge ahead of you. Continue to follow the ledge along the wall and up some stairs until you reach a pile of LEGOs on the ground. Turn these into some metal siding on the wall that Robin can climb. Jump to the narrow ledge on the left and follow it to a LEGO canister. Head back and follow the hallway to the right, smashing objects as you go; collect the LEGO canister at the end. Pull the lever on the wall to move a chandelier below you.



## FREE PLAY AREA

- 2** Use the Joker to power the generator in the cathedral's back left corner to lower a platform. Climb the ladder around the corner and jump to the platform you lowered. From there, jump to a platform on the right for a LEGO canister.



- 3** Jump from the ledge below you to the chandelier, and from there leap to the next ledge. Follow the short set of stairs around the pole to find a Glide Suit changer; head up the ladder. Glide over to the ledge on the right

and push the green turnstile, moving a bar over to Robin. Once he grabs on, push the turnstile's red side to bring him over to you.



- 4** Smash the items nearby, revealing a white floor switch. Have Batman step on it, lowering a gargoye next to you. With the Magnet Suit, climb the metal wall to the right. Follow the platforms overhead to the left and assemble

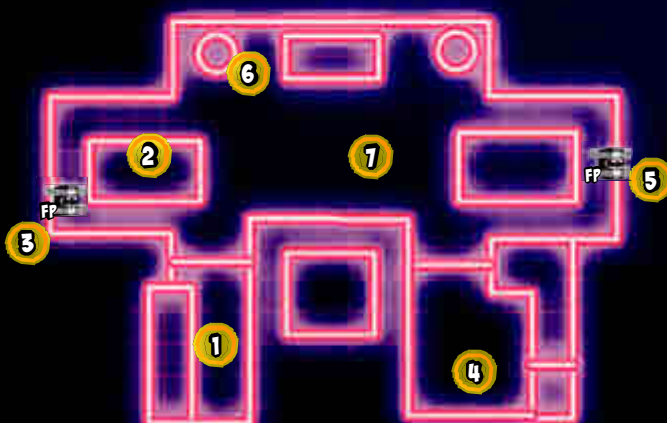
the LEGOs at the edge of one of them. This forms a grapple area so Batman can join you. Follow the rest of the path to the left and behind the stained-glass windows until you find some levers on the wall. Pull these to open a door; enter it.

## FREE PLAY AREA

- 5** After the turnstile is a small hole in the floor for you to fall through. Use a strong character to pull the piano to the right. Jump on the circle switch on the right until you receive a red power brick.



## AREA 3



## LEGEND

FP

FREE PLAY LEGO  
CANISTER



## TO THE TOP OF THE TOWER

WALKTHROUGH

### FREE PLAY AREA



- 1 You find yourself in the cathedral's attic. Head down the stairs to the left and assemble some pieces on the ground to form a heavy anvil. This lowers some equipment, creating a grapple area you can use to reach the next

platform. Before you go up, glide to a room in the area's center and smash everything you see. Collect what's left behind, then climb the ladder to return to the main area. Head to the left again and grapple to the ledge overhead. From there, glide to the next platform on the right.

- 2 Use the pieces on the ground to form a bar on the edge that Robin can use to climb up. Jump on the orange circles nearby, making a large hammer bang the large bell. Harley Quinn falls out.



### FREE PLAY AREA



- 3 Use a super-jump character to leap into the air from the back platform near the left bell. Get the LEGO canister there.



- 4 Fix the checkerboard floor on the attic's right side; then slide the heavy statue along it to the end. Use the Magnet Suit to climb the metal chute nearby up to a ledge above. Turn the loose LEGOs

into some bars Batman can use to climb up. Follow the platforms to the left and jump on the orange circles. This makes a hammer bang the large bell; the Joker falls out and retreats to a ledge high overhead.

- 5 Use a bomb to destroy the metal box next to the checkerboard floor on the room's right side. Collect the LEGO canister that was inside.



- 6 The back wall collapses and a helicopter starts blasting you; take cover on the building's side. It flies off for a few seconds, so quickly assemble the parts where the wall used to be into a large turret gun.

Jump into one of the guns and blast that chopper when it returns. Wait for it to go away and then come back again, then blast it once more. Keep this up until its health is gone and it falls from the sky.



### TIP

ALWAYS STOP WHAT YOU ARE DOING AND TAKE COVER WHENEVER THE CHOPPER COMES BACK TO BLAST YOU.



- 7 With the helicopter out of commission, it is the Joker's turn to fight you. Give him a few good punches until he tries zapping you with his hand buzzer. When he does, tag over to your partner and continue the beating.

Keep tagging over whenever you get shocked. When the Joker's health is gone, you win.

# THE RIDDLER MAKES A WITHDRAWAL

## MISSION BRIEFING

When is a safe not a safe? When THE RIDDLER'S in town! No safe is safe – and you, my Face of Clay, you will be my right-hand... well, for want of a more accurate term, my right-hand MAN.

Once we've made it to the bank vault, nothing matters but the key. **PULL YOURSELF TOGETHER**, and stay focused on the job!

## STORY MODE CHARACTERS

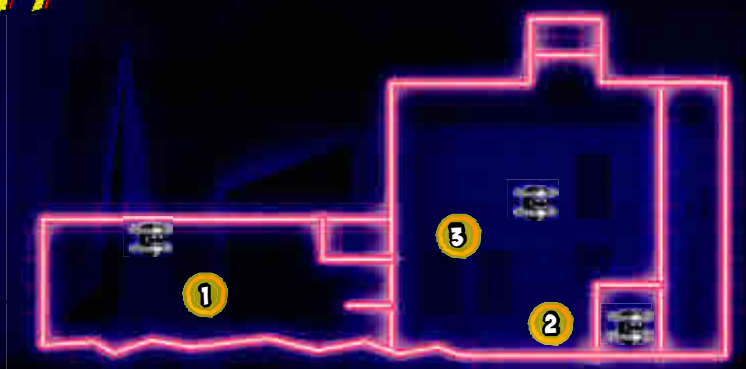


CLAYFACE



THE RIDDLER

## AREA 1



## LEGEND

LEGO CANISTER



- 1 Use Clayface's superstrength and toss some Dumpsters out of the way to reveal a LEGO canister. Break the items in the area and assemble the pieces to create a lever. Pull it to open the windows of the guard booth;

use your mind-control ability to have the guard push the turnstile to raise the next gate.

- 3 Use Clayface to pull the heavy van to the room's center, then double-jump from its top to get a LEGO canister. In the room's rear, push the gray-and-orange vehicle out of the way, and pull the levers that were hidden behind it. Knock out the guards who run out of the elevator, then head inside and step on the red floor switches to go up.

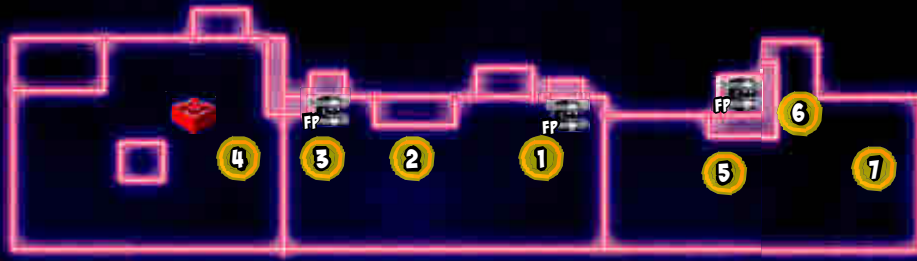


- 2 There is a shack on the room's right side. Drive one of the vehicles into it to break it open and reveal a LEGO canister to grab.





# AREA 2



## LEGEND

- FP FREE PLAY LEGO CANISTER
- RED POWER BRICK

## FREE PLAY AREA

- 1 Use the grapple hook on the elevator's right side. Break the window at the top and grab the LEGO canister inside.



- 2 Super-jump to the blue balcony and then to the ledge above. Head to the left and super-jump to the hanging ladder to drop it down to the Riddler. Follow the walkway to the left to get past the gate.

## FREE PLAY AREA



- 3 Use a bomb to destroy the metal window frame, and grab the LEGO canister inside.



- 4 Use some super-strength to toss aside the pile of vehicles you find in the junkyard. Pull the last one over to the parking pad in the area's center. Using your mind-control, have the guard pull the lever on the wall

next to him. Assemble the two piles of LEGOs near the vehicle you moved to complete a crane. When you are done, drive it through the next two silver doors blocking your exit.

## FREE PLAY AREA

- 5 Use the Sonic Suit to smash out the window and grab the LEGO canister inside.



## FREE PLAY AREA

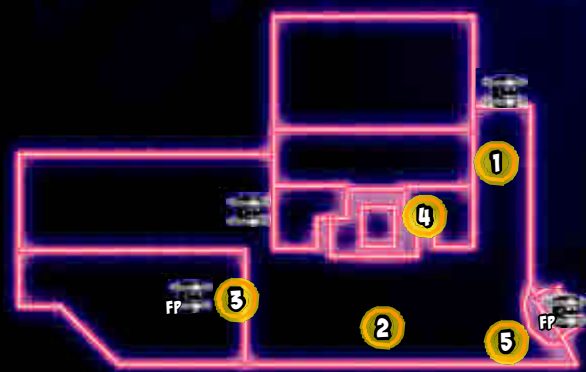


- 6** Climb the metal duct on the back wall using your Magnet Suit, then smash out a window on the ledge above, wearing your Sonic Suit. Jump to the bar atop the arrow sign to pull it down, smashing it on the ground below. Assemble the pieces into a car; drive it back to the junkyard you discovered earlier and onto the compactor. Use a Batarang on the yellow pieces of the bars blocking the operator's way. Then mind-control the compactor's operator to crush the car into a cube, then smash the cube for a red power brick.

- 7** Drive your vehicle into the shiny equipment down the street to the right. With the equipment out of the way, have Clayface pull a cover off the wall and enter the building.



## AREA 3



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER



- 1** Use the bars on the buildings to super-jump up to an alcove that holds a LEGO canister.

- 2** Jump in the van and use it to smash all the objects in the area. Assemble the leftover pieces into a detonator for you to jump on, then grab the LEGO canister on the left side of the bank.



## FREE PLAY AREA

- 3** Use a bomb to destroy the door of the building to the left and grab the LEGO canister inside.



- 4** Assemble the LEGOs on the right wall into a ladder for you to climb. Assemble more pieces at the top into a zip line; use this to cross to the next building. Mind-control the person in the building to have him pull the bar on the wall. This makes a statue fall to the ground, smashing into debris you can assemble into a giant bomb. Jump on the red switch to blow the bank open.

## FREE PLAY AREA

- 5** Use your Sonic Suit to smash the window atop the ledge, then grab the LEGO canister inside.





# ON THE ROCKS

## MISSION BRIEFING

Freeze, I'm taking you out for ICE CREAM. I know it's your favorite!  
We need your FREEZE CANNON, and it's deep-frozen in your old factory.  
Come on, now – I hope you're not getting COLD FEET. HA!

## STORY MODE CHARACTERS



MR. FREEZE



THE RIDDLER

### AREA 1



### LEGEND

LEGO CANISTER  
 SUPER SECRET ITEM



**1** Smash the objects on the ground, then use the leftovers to fix the ice-cream truck. With the truck, bash the silver manholes on the road and the equipment against the back wall; this opens the garage to the right. Park the vehicle inside, and a canister appears on the ledge above. Destroy the large plant in the street's bottom right corner to find the first of three hidden snowmen.

**2** Use your super-strength to pull the cover off the tube in the left corner and ride the breeze to the roof above. Pull a cover off the wall and head into the building. Follow the hall to the right and grab a LEGO canister.



**3** Jump over the building's edge, where you see the large snowman billboard, before landing on a small ledge. Grab the LEGO canister you created by opening the garage. Run to the right and smash the large ice-cream cone. Assemble the leftovers into a lever you can pull.

- 4** Smash the equipment on the rooftop to reveal a small snowman underneath. Go down the ladder on the building's right, and smash another large cone. Assemble the leftover pieces into a lever; pull it to open the door to the next area below.

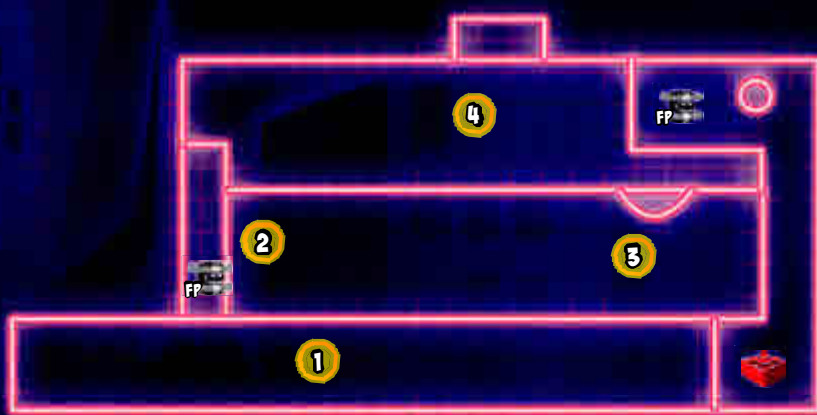


**FREE PLAY AREA**



- 5** Use the Sonic Suit to shatter the glass door on the area's right side. Pull the lever on the red machine on the back wall and collect the studs that come out. Use mind control on the man inside to pull the lever to reveal the third snowman in the area, and a LEGO canister appears back outside. Climb the roof so you can get it.

**AREA 2**



**LEGEND**

- FREE PLAY LEGO CANISTER**  
**RED POWER BRICK**



- 1** Use your super-strength to pull the box out of the wall. Climb on top and then use the bar on the wall to move right. Use your freeze gun on the water particles in the pink liquid river to create little ice islands you can jump along. When you get close to the other bank, mind-control the guard to assemble the LEGOs on the ground into a turnstile he can push. This fills up the river high enough for you to jump to the bank.

**FREE PLAY AREA**

- 2** Put on the Magnet Suit and climb the metal wall on the left. Follow the ledge above and grab a LEGO canister.





## FREE PLAY AREA



- 3** Destroy the silver grate on the edge of the pink river, and use a toxin-resistant character to go through the tube beyond. This takes you to a Score Multiplier room with a LEGO canister. Smash everything

inside and use the leftovers to construct a ladder out of there. Fall over the side to the right and smash a cone you see. Turn the pieces into a lever to pull, which brings up a walkway to cross. Assemble the pieces on the ground in the next room to fix the equipment; this reveals a red power brick. Use some bars on the previous room to help you climb out.

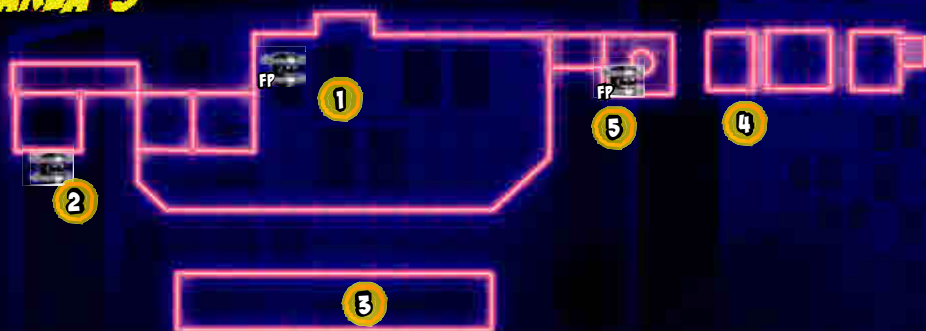
## ON THE ROCKS

### WALKTHROUGH



- 4** Break the objects in the area, then use the pieces to fix the equipment on the wall. This breaks as well, so use the new pieces to fix the gate on the right. Use your superstrength to push the gate open and head to the next area.

## AREA 3



### LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER

## FREE PLAY AREA

- 1** Smash everything in the area and use your bomb to destroy all the metal items. With your Attract Suit, pick up 25 LEGO bits and put them in the Attracto container to receive a LEGO canister.



- 2** Stand on the elevator to the guard booth's left; using your mind control, have the guard create a lever to pull. This raises the elevator to the walkway above. Move to the left wall and drop to the ledge

below. Assemble the LEGOs on the ground to create a ladder so you can get back. Drop over the ledge's side, grabbing the handrails as you fall, and you will find a LEGO canister.



- 3** Push the box off the guard booth's top to reveal a hole in the ground; jump in it. Use your superstrength to pull the pipe out of the way, then climb the next ladder back to the surface.

- 4** Step on the circle switch on the ground; mind-control the guard in the next booth to step on a floor switch next to him, creating some stairs you can climb. Jump to the top of the guard booth to the next walkway, and smash everything you see. Assemble the pieces into a lever; pull it to fill the tub in front of you with pink liquid. Freeze it and jump from the new ice island you created to the next walkway. With the Riddler, access the security panel to open the next door.

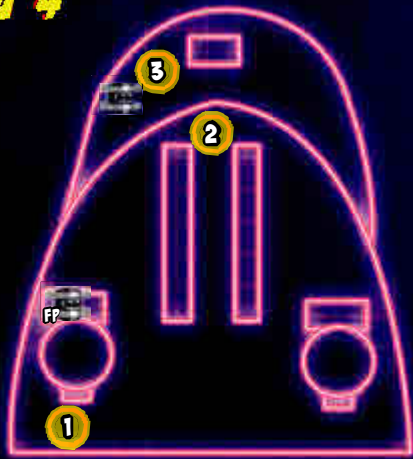


## FREE PLAY AREA

- 5** Use a bomb to destroy the shiny manhole atop the guard booth. Use another bomb on the ice block in the front right corner to reveal a LEGO canister for your collection.



## AREA 4



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER

## FREE PLAY AREA

- 1** Use the Magnet Suit to climb up the metal wall on the room's left. Super-jump over the large vat and grab the LEGO canister.



- 2** Assemble the pieces in the room's center to create a large cannon that fires across the room and destroys a fan blocking your way. Run to the room's other side and mind-control the guard above to take out all

of his buddies; then have him push the box over the edge. Use the broken pieces to create a ladder you can climb to the next platform.



## NOTE

THERE ARE LOTS OF POLICE IN THIS AREA. TAKE THEM OUT BEFORE YOU DO ANYTHING ELSE, OR THEY MIGHT TAKE YOU OUT.

- 3** Grab the LEGO canister on the room's left side. There are four pieces of equipment with different-colored lights on top. Step on the red floor switch in front of the equipment with the blue light. Next step on the red floor switch in front of the one with the green light, then the yellow light, and finally the red light. This opens a case with the special gun you were looking for.





# GREEN FINGERS

## MISSION BRIEFING

I never really liked you, Ivy. But YOU'RE GROWING ON ME! HA HA! Oh, that one's good enough for the Joker. Those mutant vine seeds in the Botanic Gardens will give us the lift we need. Let's go, GREEN FINGERS!

## STORY MODE CHARACTERS



THE RIDDLER



POISON IVY

## FREE PLAY AREA

### AREA 1



### LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER

- 1 Use the Technology Suit to access the green tech panel on the wall near the start to raise the blue barrier. Head down the road to a racetrack. Jump in the car you find and complete a lap by driving through all the flags, turning them green. You get a LEGO canister for your trouble.



- 2 Smash the objects near the fence, then assemble the pieces into a flower cart that you can drive through the fence to the house's right. Break the items in the area and turn the leftovers into a turnstile. There's a brown elevator ahead. Once the Riddler jumps on, push the turnstile's green side to raise it up.



- 3 Use the flower car to smash through the gate to the house's left. Climb the bars leading up the wall until you reach the top, where you can super-jump in the air for a LEGO canister. Jump onto the balcony on the right.



- 4** Assemble the LEGOs on the balcony's right side into a zip line so your partner can join you. Pull the levers on the house to open a door below for you to enter.

## FREE PLAY AREA

- 5** Use a bomb to destroy the metal gate in the right courtyard. Smash everything inside and put the loose pieces together to fix the lawnmower. Drive it over the flowers on the ground. Next, use the grapple area in the back to get atop a ledge in the tree. Work your way up the trees until you can super-jump to a high ledge for a LEGO canister.



- 1** Use Poison Ivy's plant ability on the two pots in the water to grow some large white flowers; this allows the Riddler to get across the green ooze. Use the plant ability again on a pot against the wall to grow a mushroom.

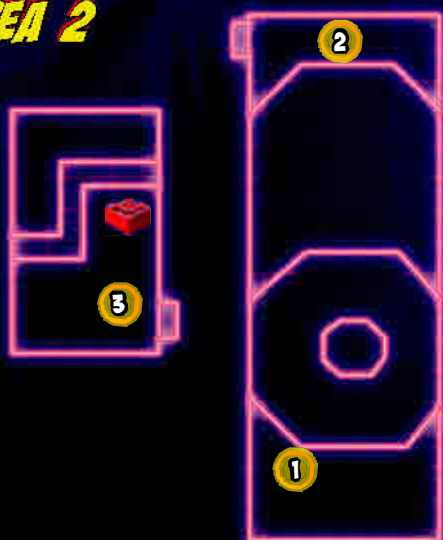
Bounce from the small mushroom to the one against the wall. Jump to the ledge above.

- 2** Push the statue over the edge, destroying the large monster plant below. Assemble the leftover pieces to form a security panel on the wall, and use the Riddler to access it; this opens a door for you to enter.



## FREE PLAY AREA

## AREA 2



## LEGEND



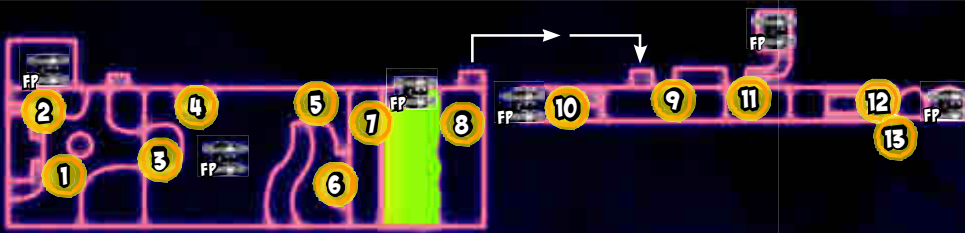
RED POWER BRICK

- 3** Bomb the metal door in the upper balcony's left wall and head inside. Smash everything you see, then use your Attract Suit to pick up 25 LEGO bits. Deposit them in the Attracto container to form a little cake car. Access the green panel on the wall using your Technology Suit, and drive the cake into the oven in the back wall to get a Red Power Brick for your trouble.





# AREA 3



## LEGEND

FP FREE PLAY LEGO CANISTER



- 1 Move around the area and chop down all the vegetation, using your hands as mowers. Mind-control the guard in the booth to pull the lever behind him. This deposits some loose pieces in the area. Assemble all

the LEGOs to create a large man-eating plant for you to ride. Use it to smash all the silver trees.

## FREE PLAY AREA

- 2 Bomb the metal door in the area's back left corner. Head inside and push the red block to the red square, the green block to the green square, and the yellow block to the yellow square to receive a LEGO canister.



- 3 Smash through the gate in the right wall and assemble the LEGOs on the ground to create a large white swan you can float around in. Steer the swan through the water, collecting studs; then smash through the gate across the way.



- 4 Use a swimming character to dive in the hole in the pond's center to reach a small room against the back wall. Use the Sonic Suit to shatter the glass covering the lever. Pull the lever to start the water fountains flowing in the pond. Jump on the center fountain and ride the water up to a LEGO canister.



- 5 Use the grappling hook to get into the tree branches above for some valuable studs.



- 6 Use mind control on the scientist in the courtyard to smash the tanks of gas. Then have him jump on the red circle switch to open the gate. Then go in, eliminate them, assemble the lever, and go to the next area.



## CAUTION

IF YOU GET TOO CLOSE TO THE MINES IN THE WATER, THEY TURN FROM GREEN TO RED AND WILL EXPLODE, SO KEEP YOUR DISTANCE.

## FREE PLAY AREA

- 7** Use the Sonic Suit to break the glass LEGO case and assemble the leftover pieces to create a metal wall. Put on the Magnet Suit and climb the wall to a LEGO canister.



## FREE PLAY AREA

- 11** Grapple to the top of the red-hot pipes using Batman's Heat Protection Suit. Run into the wall, and it takes you to a small room with a LEGO canister.



- 8** Use Poison Ivy to cross the deadly gas in the room's center, and smash everything on the other side. Assemble the pieces on the ground to fix the tractor, then drive it back to the door you came in. The Riddler can use this vehicle to cross the gas safely. Next, have him access the security panel on the wall to open the door so you can continue.



- 12** Follow the hallway to the right, and smash the objects in the next room to reveal some pieces with which to fix the elevator in the room's center. Use your plant ability to grow the plants in the pot. Jump up the plants to the platform above, and smash the equipment there to reveal more LEGOs. Put these on the elevator, jump inside, and step on the red floor switches to go for a ride.



- 9** Use Poison Ivy to run through the green gas on the right and step on the red switch on the pipe to stop the gas. Climb the ladder to the pipe above and pull the lever on the wall and step on another red switch.

## FREE PLAY AREA



- 10** Use a bomb to destroy the door in the left wall and smash the items inside. Use the leftovers to create a metal wall, then use a strong character to push it next to the rest of the wall. With the Magnet Suit, walk up the metal siding and over to the next room for a LEGO canister.

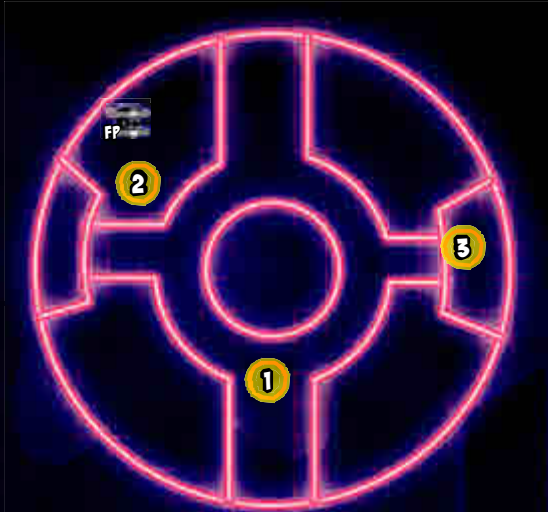
## FREE PLAY AREA

- 13** Use the Sonic Suit to shatter the door in the right wall; then, with the Water Suit, dive to the tank's bottom and step on the red floor switch to drain the water, then head into the next tank. Step on the new red floor switch to fill the tanks back up, and grab the LEGO canister at the top.





# AREA 4



## LEGEND

FP  
FREE PLAY LEGO  
CANISTER



**1** Smash the objects on the greenhouse floor. There are three red levers near the room's center. Jump on the middle one to grow a big red rose behind it. Mind-control the guard on the upper platform to the left

and have him push the box over the edge. Assemble the pieces to create some equipment against the wall, then jump on the left red lever at the room's center.

**3** Assemble some LEGOs on the greenhouse's right side into a red circle switch on the ground. Keep jumping on the switch, and some equipment will rise up the wall on the right. When it reaches the top, you can jump on the last of the three red floor levers in the room's center.



## FREE PLAY AREA

**2** Use a bomb to destroy the metal cage on the room's left side, and collect the LEGO canister inside.



# AN ENTERPRISING THEFT

## MISSION BRIEFING

It's just you and me now, HARVEY. The perfect match! My endless questions and your coin to answer them. So flip one for me, old pal. Shall we break into Wayne Tech and steal their SUPER LASER? Not sure? I'll give you a CLUE.

## STORY MODE CHARACTERS

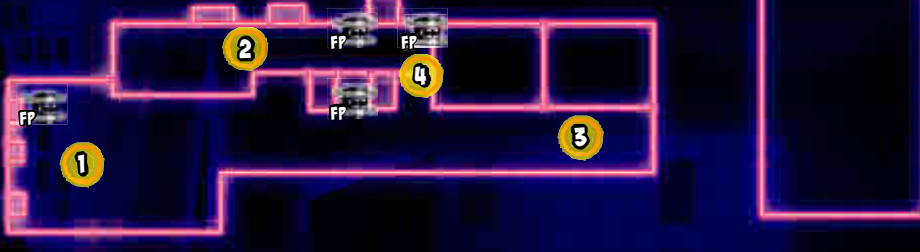


THE RIDDLER



TWO-FACE

## AREA 1



## LEGEND

FP FREE PLAY LEGO CANISTER

## FREE PLAY AREA

- 1 Use the Sonic Suit to break the glass cases on the left wall, and smash what's inside. Put the leftovers together to form some levers on the wall; pull them to raise the cases in the air. Jump from case to case until you reach the LEGO canister.



- 2 Smash the objects on the ground, then assemble the leftovers into a turnstile. Push the green side to change the down escalator to up. Head to the upper walkway and smash more items. Assemble



the pieces in the back left corner to form four different-colored floor switches. Step on the switches in the order of blue, red, yellow, and green, and the door to the next area opens.

## FREE PLAY AREA

- 3 Use the Sonic Suit to shatter the glass doors of the rooms on the building's right. Head into the right room and smash everything in sight. Assemble the leftovers to form some speakers, a dancing skeleton, and a large robot dog you can ride. Jump on and steer it out of the room and into the door in the wall to the left of the escalators. A door to the left opens for you to enter.



Use the Technology Suit to access the wall panel. Steer a wheeled LEGO canister along the floor in the other room, running over the red floor switches as you go. Some lasers will block your path, so wait for them to stop before moving past them. Steer the canister to the trail's end, turning all the switches green, and it falls through a chute. Head into the glass room to the left of the one with the robot dog and grab the canister.



## AN ENTERPRISING THEFT

WALKTHROUGH

### FREE PLAY AREA

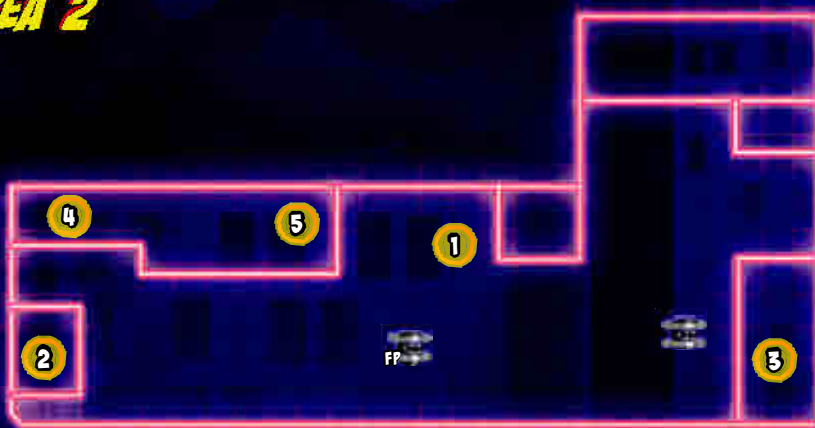


- 4 Use a bomb to destroy the shiny metal box on the right wall and assemble the pieces into a red floor switch. Jump on the switch a few times to open the door nearby, then head inside for a LEGO canister. Use the

Sonic Suit to shatter the window on the back wall so you can grab another LEGO canister.



### AREA 2



### LEGEND

- LEGO CANISTER  
FP FREE PLAY LEGO CANISTER

- 1 Climb the ladder against the wall, then use the bars on the wall to cross to a platform on the right. Assemble the LEGOs on the ground into a red switch; jump on it to flood the room with green toxic water that only Two-Face seems to enjoy.



- 3 Follow the floating platforms over to a platform on the right. Smash the equipment on the wall, and assemble the pieces into a box on the checkerboard floor. Push the box up to the wall; this unlocks the other half of the door, allowing you to move on to the next area.



- 2 Jump along the small platforms floating on the water over to the room's left side. Smash out part of the wall and assemble the LEGOs inside to partially unlock a door on the room's other side.

### FREE PLAY AREA



- 4 Bomb the metal gate in the room's back left corner. Assemble the pieces that come out into a helicopter. Use the Technology Suit to access the tech panel on the wall, and fly the chopper to the ceiling in the room's center for a LEGO canister.

## FREE PLAY AREA

- 5** Use a mind-control character to make the scientist behind the glass pull the lever on the wall. A metal case in the main room opens. Jump inside the case for a LEGO canister.



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- RED POWER BRICK

## AREA 3



- 1** Put the LEGOs on the ground back on the creation nearby. Head up the ramp, and use Two-Face to pull more pieces out of the green ooze to finish the creation—a giant robot. Mind-control the scientist in the booth to access the tech panel on the wall so you can steer the giant robot through the lasers and smash the controls on the wall on the other side.



## FREE PLAY AREA



- 3** Use the Sonic Suit to break the door to the lab and head inside. Rough up the scientist, then smash all the equipment. Assemble the leftover pieces into a weight on the nearby table; this gets lifted into a tube in the ceiling. The weight falls and reveals a LEGO canister that awaits you in the next area.

## FREE PLAY AREA

## FREE PLAY AREA



- 2** Bomb the metal grate on the wall, then super-jump into the alcove beyond for a LEGO canister.

- 4** Bomb the locked door in the back wall. Use a character who can withstand toxins and smash everything you see. Turn the leftover LEGOs into a film projector that reveals a door on the wall for you to enter. Head into the boardroom and smash all the objects, then jump on the red floor switch in the room's rear a few times. A disco floor opens up, and some music starts pumping. Jump on the floor tiles in the sequence they light up, and a picture opens in the back wall with a red power brick you can grab. Leave the disco and return to the main room.







## CAUTION

ONCE YOU CONTINUE INTO THE NEXT AREA, LASER BEAMS WILL KEEP YOU FROM BACKTRACKING.

- 5** Climb the bars up the wall to the walkway above. Smash out the glowing yellow panel on the equipment you find on the left. This shuts down the electrical fence below. Drop down and pull the lever; a door in the right wall opens, and you get a hover car.



- 6** Jump on the car and take it for a spin around the center of the room, following the ring of red floor lights. As you pass over them, they turn green. After you turn all the lights to green, a door opens in the dome at the room's

center. Head inside and push the turnstile to extend a platform in the walkway against the wall.

## AN ENTERPRISING THEFT

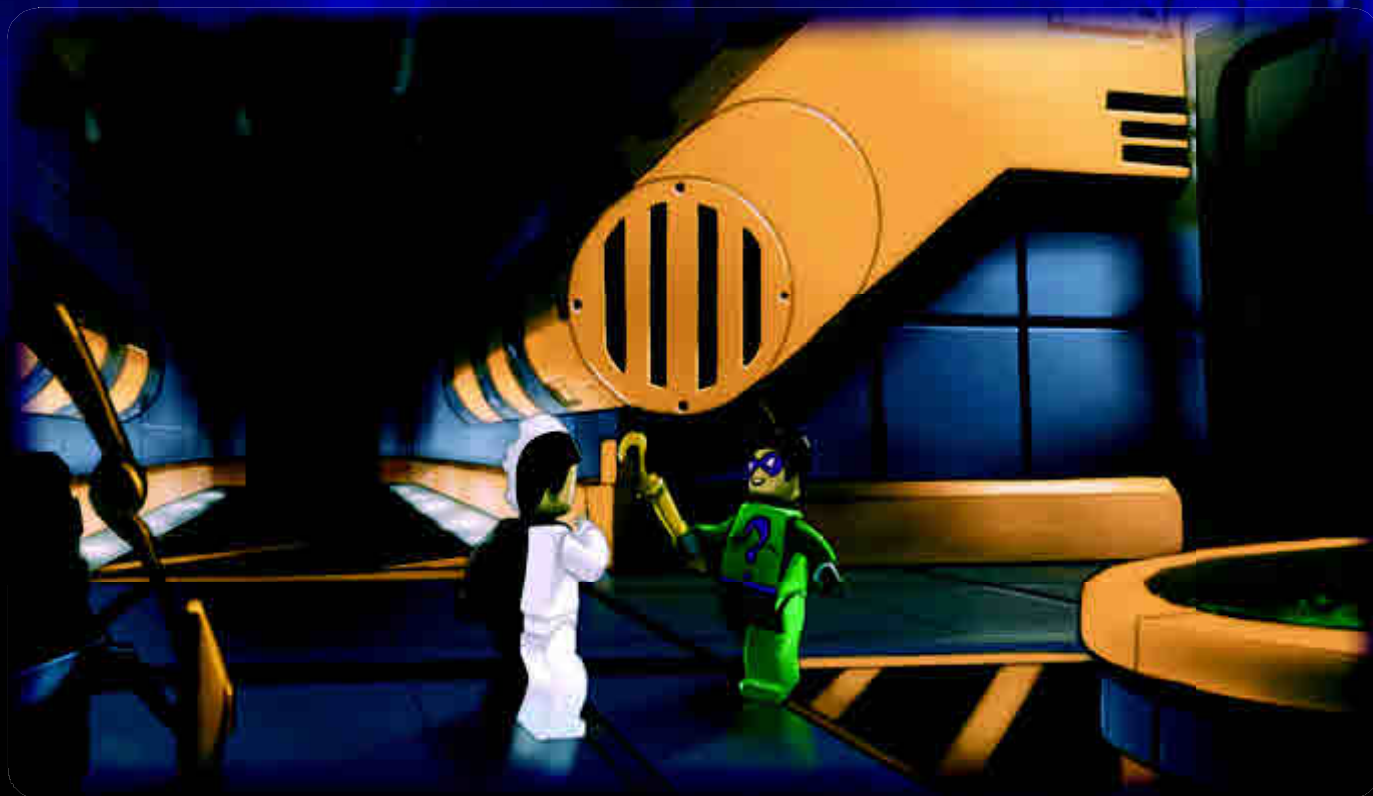
### WALKTHROUGH

- 7** Climb the bars up the wall to the walkway above. Cross the new platform to the right, and smash out the glowing yellow panel on the equipment you find. This shuts down the electrical fence on the right wall and opens the door, allowing you to move forward.

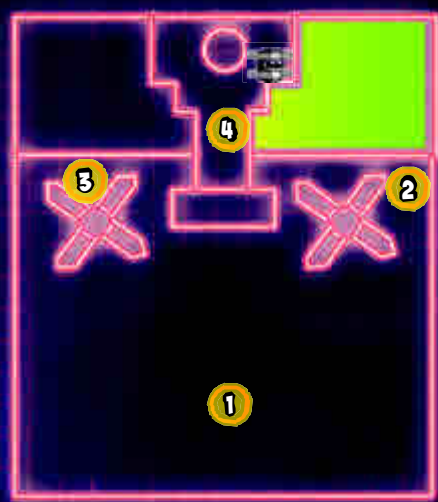


### FREE PLAY AREA

- 8** Put on your Heat Protection Suit and climb to the top of the red-hot pipes in the corner. Hit the yellow knob on top to pop it open. Jump atop the knob and then into the air for a LEGO canister.



## AREA 4



### LEGEND

LEGO CANISTER



**1** Step on the floor switches in the room's center, going from yellow, red, and green, and a giant robot body gets lowered into the area. Smash the control behind the body and use the spare parts to put arms on your creation.



**3** Head to the glass wall on the building's left side, and use your mind-control on a scientist to make him pull a lever; this drops more LEGOs in the main room. Put these together to form another leg.



**2** Smash the glass door on the building's right side, and use Two-Face to go inside. Cross the green ooze on the floor and pull the lever in the area's rear to move some equipment back in the main room. Return

**4** Head into the room behind those legs and grab a LEGO canister. Get inside your giant robot and smash the large pink electrodes on the equipment nearby. A secret door opens up with a large gun inside. Run to it to complete the level.



there and build a giant leg with the pieces.



## MISSION BRIEFING

## Our prize awaits.

## STORY MODE CHARACTERS



## THE RIDDLER



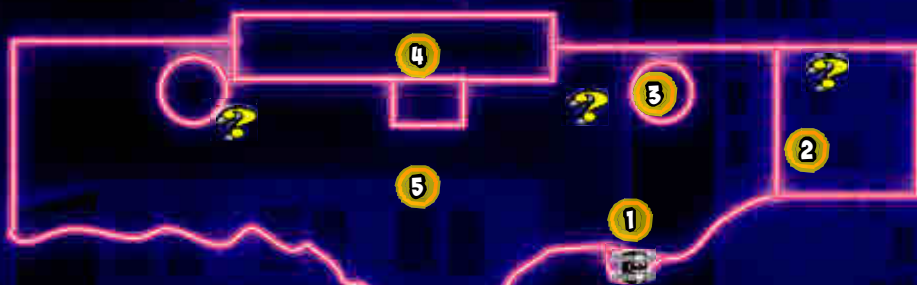
**TWO-FACE**

## LEGEND

## LEGO CANISTER

**SUPER SECRET  
ITEM**

## AREA 1



**1** Run along the cliff wall to the right until you see some rungs on the side. Jump over the edge and grab the LEGO canister. Use the pieces on the ground to fix the ladder so you can get out of there.

**2** Use your mind control on the guy in the gated area on the right. Make him smash the objects near the fence, and assemble the leftovers into a bomb. Once the bomb explodes, the gate is destroyed and you can enter. Smash the retractor with leftover pa



**5** Drive the fixed backhoe out of the gated area and next to the nearby wall. Jump out of the vehicle and grab a bar on the wall. Work your way up the bar to a ledge above. Assemble the pieces you find into a zip line and a box on the ground. Destroy a spotlight to reveal some pieces to construct into a box. Push the box along the checkerboard pattern and into the wall, then pull the lever on the wall.



**4** At the building's left side, shoot the ladder on the wall to lower it. Climb to the ledge above and smash what you see. Assemble the pieces into a box you can slide along the floor and into the wall, then pull the lever there.



**Use the Riddler to access the machinery with a question mark over it to gain control of the helicopter below. Steer the chopper to the front door and blast it open so you can enter.**

## FREE PLAY AREA



- 5** Fly the helicopter around the area and destroy three security cameras on the wall. After the third one is destroyed, use a super-jump character to reach the bar high on the wall behind the helicopter controls. From

there, jump again to add a LEGO canister to your stash.

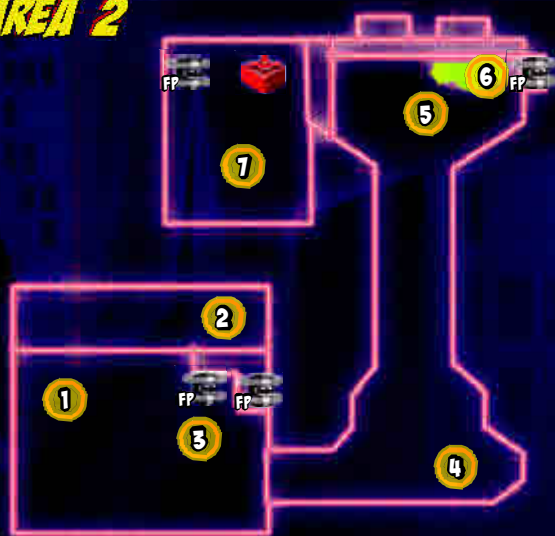


- 1** Smash all the objects in the room, then assemble the pieces near the back wall into turnstiles. Push both to open the walls beyond the windows next to you. Use the Riddler's mind control to move the worker in

the next room left; have him pull the lever on the wall to open a door in the right wall for you to enter.

## FREE PLAY AREA

## AREA 2



## LEGEND

- FREE PLAY LEGO CANISTER
- RED POWER BRICK

- 2** With your Sonic Suit, smash the large glass window in the back wall. Next, use your Attract Suit to pick up 25 LEGO bits from around the room, and some metal plates appear on the wall. Walk up the wall with the Magnet Suit to a ledge above. Follow the ledge around the room to a LEGO canister.



## FREE PLAY AREA



- 3** Hit the switches underneath the three pictures on the wall with your Batarang. Assemble the pieces under the third picture to form a lever; pull it to reveal an alcove behind the picture and a LEGO canister.



- 4** Shoot the green control box near the right wall to open the gate. Head inside and break everything you see. Turn the leftover parts into a huge block of gold. Push the gold along the blue-and-white floor until you reach

the end. The gold shorts out the lasers, making it safe for you to continue.



## BREAKING BLOCKS

### WALKTHROUGH

## AREA 3



### LEGEND

-  FREE PLAY LEGO CANISTER
-  SUPER SECRET ITEM



- 5** Smash all the items in the next room and assemble the leftovers into a turnstile. Get in the elevator that has opened in the back wall, and have the Riddler push the turnstile; then tag over to Two-Face to find him on the second

floor. Smash the metal lock in the middle of the second floor and pull the lever. A ladder drops to the left of you and your partner. Mind-control the guard in the booth to pull the lever on the wall; this opens the next door you need to enter.

### FREE PLAY AREA

- 6** Use a super-strong character to pull the bookcase off the right wall. Hidden behind it is a LEGO canister to grab.



### FREE PLAY AREA



- 7** Use a bomb to destroy the big metal doors in the left wall and head inside. Bomb the metal cage against the back wall so you can get the LEGO canister inside. Smash everything in the room, and create a stack

of gold bricks on the floor. Push the stack along the blue-and-white floor until the end. With the Sonic Suit, shatter the glass wall, then use the stack of gold to jump to the ledge on the right wall. Smash the equipment on the wall, which deactivates the lasers blocking a door in the left corner. Blow the metal door off its hinges with a bomb and grab the red power brick inside.



- 1** Blast the green electrical boxes on both sides of the laser fence blocking your way. A metal panel opens in the left wall, so destroy everything inside to deactivate the lasers. Move into the next room with Two-Face, and pull the lever

on the back wall to open a small closet. Get behind the box inside and push it along the blue-and-white floor and onto a red floor switch. This opens a cell to the right; enter it and smash the equipment inside. This shuts off the poison gas that was blocking the Riddler from joining you. Also smash the first of four hidden piggy banks in this area.

- 2** Step on the red floor switches on the room's left side, and your partner will do the same to open the next door. Lasers block the way, so shoot the green control box on the back wall to disable them. Smash the second piggy bank in the corner.



## FREE PLAY AREA



- Use the Joker's hand buzzer to start the generator and open the gate. Smash everything inside, including the third piggy bank of the area.

## FREE PLAY AREA

- Bomb the metal cage in the closet and collect the LEGO canister left behind.

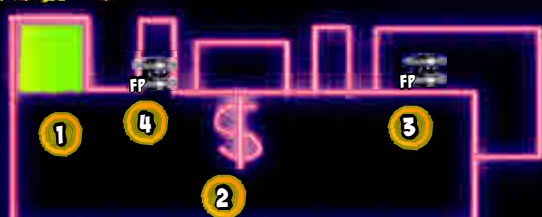


## FREE PLAY AREA

- Bomb the metal gate on the left wall, then smash the fourth and final piggy bank in the area for a LEGO canister.



## AREA 4



## LEGEND

FP FREE PLAY LEGO CANISTER

- Have Two-Face enter the room with green goo on the floor, and pull the lever on the wall. This opens the giant vault, smashing the giant red dollar sign on the floor. Assemble the loose pieces into some huge robot legs.



Turn the LEGOs in the back right corner into a red bouncy machine. Get on top and jump until you get high enough to grab a bar overhead, then pull yourself up to the ledge. Push the box you find over the edge, and assemble the pieces on the ground into a lever; pull it to open the windows to the right.



- Using mind control on the person inside, have him smash everything around him. Use the leftovers to form a ladder to climb to the next level, where you can make him smash even more stuff. Put those pieces

together to create a turnstile he can push. This opens the next door; head inside and climb down the next ladder. Pull the lever on the wall, and a part from the main vault breaks off, shattering on the ground. Use those pieces to complete the robot, and smash the main vault and head inside for a huge payday.

## FREE PLAY AREA

- Blow the metal doors off the wall with bombs, and head into the room. Use another bomb to destroy the metal cage on the ground, and claim the LEGO canister.



## FREE PLAY AREA

- Use a Sonic Suit on the glass box against the wall, then put the pieces on the wall to finish the metal siding. Use the Magnet Suit to walk up the side of the wall. At the top, push the cage over the edge, shattering it on the ground below. Collect the LEGO canister that was inside.





# ROCKIN' THE DOCKS

## MISSION BRIEFING

BANE? It's the PENGUIN here. The satellite dish we need for the Penguin Transmitter has just been delivered to THE DOCKS. With your fists and my brains, nothing can stop us. Tear down the city for all I care – just get me the dish!

## STORY MODE CHARACTERS



BANE



THE PENGUIN

## AREA 1



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUPER SECRET ITEM



**1** Destroy the objects in the area to find the first of three hidden carrots of the level. Use the exploding penguins to destroy the silver manhole cover and the chain fence, then continue into the next area.



**2** Take out the swarm of cops, and have Bane toss their vehicle out of the way; then use a penguin bomb to destroy the silver garage doors. Use Bane's superstrength to pull the vehicle out of the building. Smash the objects on the ground and use the leftover pieces to fix the big rig. Smash the items next to the garage and turn the leftover pieces into a fan you can ride to the roof. Smash the tank to reveal the second hidden carrot.



- 3** Drive the big rig down the docks, smashing through a fence; then jump out to land atop the large container against the building. Smash the tank on top to reveal the third carrot and a LEGO canister. Use Bane to toss the

brown shack out of the area, revealing a yellow parking pad underneath. Drive the truck onto the pad to open the gate to the next area.

- 4** Use the exploding penguins to destroy the shiny metal equipment in the corner, revealing another yellow parking pad. Park the other vehicle on this pad to open the storage container, where you can grab another LEGO canister.



## FREE PLAY AREA

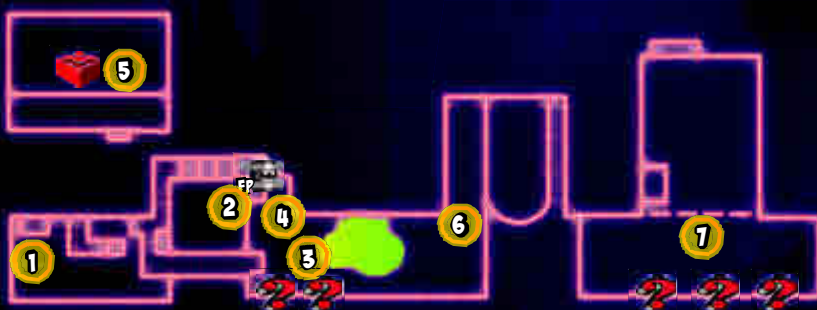


- 5** Use the Sonic Suit to smash the building's glass windows. Head inside and use a super-jump character to climb the bars and get a LEGO canister above.

- 6** From the pier's edge, use the Penguin to fly to a Score Multiplier platform. Use an exploding penguin to destroy the silver boat ties, and collect the loot that spills out. Fly to a boat on the right and use a strong character to rip the cabin door off and grab a LEGO canister inside.



## AREA 2



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- RED POWER BRICK
- SUPER SECRET ITEM



- 1** Smash the objects in the back corner and assemble the pieces into a giant fan. Ride the breeze to the ledge overhead, then use the Penguin to fly to the next platform. Hit the ladder's top to send it down

below so Bane can climb up. Use Bane to toss the large equipment out of the way.

## FREE PLAY AREA

- 2** Use Poison Ivy's green thumb on the glowing pot against the wall, and some vines grow out for you to climb. Walk right along the building's upper gutter until you grab a LEGO canister for your collection.





## ROCKIN' THE DOCKS

### WALKTHROUGH



- 3** Follow the upper walkway, knocking down ladders as you go. When the walkway ends, drop down to another dock. Hit the two cannons along the pier, pushing them to the edge. You only have three more

cannons to find. Use your superstrength to pull a grate from the street to drain all the green ooze out of the way.

### FREE PLAY AREA

- 4** Break open a water container near the back building. Use Mr. Freeze to freeze the water into an ice sculpture for you to smash.



### FREE PLAY AREA

- 5** Use a character who can bypass security to access the panel on the wall, then head into the private room. Destroy everything you see and assemble the pieces into a turnstile. Pushing it moves the small walls in the next area. Release a penguin through a hole in the fence in the left corner; it will bounce off the walls you moved. When it reaches the area's center, detonate it to destroy the gate. Head into the new area and grab a red power brick.



- 6** Use an exploding penguin to break the equipment at the alley's end; attach the pieces on the ground to the ship to create a handlebar. Have Bane grab the bar and pull the ship to the dock's end. When the ship stops, a ladder drops down so you can come aboard.



- 7** Hit the three cannons along the pier to push them to the edge. After you push all five cannons in the level, you get a LEGO canister. Use a penguin bomb to destroy the metal gate blocking your way. In the storage yard, use

the penguin bombs and Bane's superstrength to get rid of all the storage containers, then head through the door at the end.

## AREA 3



### LEGEND

- LEGO CANISTER  
 FREE PLAY LEGO CANISTER

- 1** There is a large elevator in the dock's center. Use Bane to pull the lever on the far right wall to activate part of it. Pull the lever on the dock's left side to bring over a box you can destroy. Assemble the LEGOs on the ground into some tubing along the wall.



**FREE PLAY AREA**

- 2** Have the Joker activate the generator on the dock's right side, bringing some boats to the harbor nearby. Use the Technology Suit on the tech panel to steer a new boat in the water. Move this vessel through each barrel gate in sequence from right to left to gain a LEGO canister.



- 4** Use the Penguin to fly to the dock on the left. Pull the lever on the wall, fully activating the elevator. Jump in the water on your way back to the main dock on the right to grab a LEGO canister under the lily pads against the back wall.



- 5** Get in the elevator and ride it up. Follow the platform to the left and over the water, where you find another LEGO canister. Follow the walkway to the right. Put a penguin bomb through the small hole in the fence to drop the fragile crate to the dock below. Assemble the pieces into a radar dish to end the level.





# STEALING THE SHOW

## MISSION BRIEFING

CATWOMAN, my sweet, would you care to join me? I need your help in acquiring something nearly as beautiful as yourself.

Yes, the magnificent GOTHAM DIAMOND.

A quick jaunt across the rooftops, and the next stage of our brilliant plan will be complete.

## STORY MODE CHARACTERS

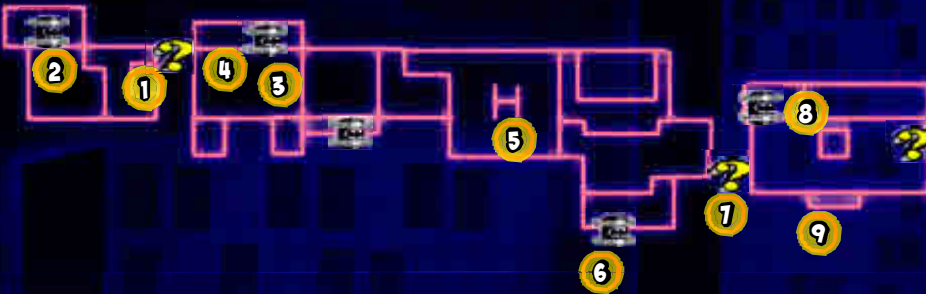


CATWOMAN



THE PENGUIN

## AREA 1



## LEGEND

- LEGO CANISTER
- SUPER SECRET ITEM



- 1 Assemble the LEGOs on the building's right side, then float to the building across the way. Assemble the pieces on the ground to complete a zip line so Catwoman can follow. On the side of the building

is the first of three martini signs that you will smash on this level. Powerful fans block your path, so drop to the rooftop below and fly over to the right. Pull the lever you find to turn off the fans so Catwoman can join you again.

- 3 Use Catwoman to access the security panel on the wall to open the gate. Super-jump up the next ledge and break everything around you. Assemble the pieces to form a box; push it over the edge. Assemble the new pieces into a large fan so the Penguin can float up to your level. Bomb the equipment on the right side, and assemble the pieces into an elevator with which to reach the next roof above.



## FREE PLAY AREA

- 2 Use Super Strength to lift the box out of the way, then attach the metal plates to the wall and use the Magnet Suit to climb to the top. Jump to the ledge on the building to the left, and knock out the windows. Climb inside for a LEGO canister.



- 4 Use Poison Ivy to grow some plants out of the pots next to the wall. Jump from the plants' tops to the roof above, where you can grab the LEGO canister.





- 5** When you see four red lights on the ground, a police helicopter flies in for the attack. As it flies overhead, step on the red floor switches to turn them green; this opens an air vent right next to the switches. Do this enough times

to bring the chopper crashing down. Assemble some LEGOs against the right wall into a ladder you can climb. Run behind the glass roof for a LEGO canister.

- 6** Step on one circle switch on the ground while your partner steps on the other; this activates a large fan farther on. Fall over the edge of the roof across from the circle switches, and grab a LEGO canister before creating a ladder to get back to where you came from. Move to the fan you fixed, ride the breeze up, and fly to the rooftop on the right. Destroy this level's second martini sign.



- 7** Break the equipment and assemble the leftovers to form a turnstile; push the green side to raise an elevator for the Penguin.

## FREE PLAY AREA

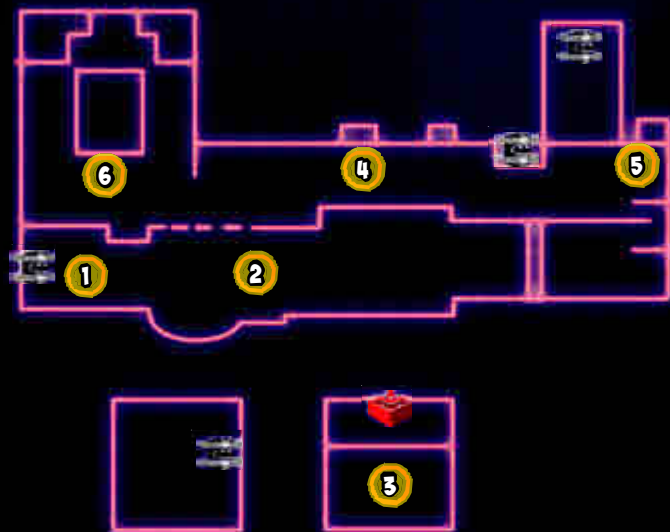
- 8** Use the Magnet Suit to climb the metal chute on the building's left side, and grab the LEGO canister on top.



- 9** A giant fan blocks your path and blows you off the building's edge. As soon as you go over, push left to land on a balcony. Break the boarded-up window and pull the lever inside to point the fan upward. Jump in the breeze and ride it to the next rooftop. Run to the right and use your whip to destroy the third and final martini sign; this earns you a LEGO canister. Pull one of the levers (your partner will pull the second) to free the giant statue. Push the giant statue off the roof to break open a passage below to fall in.



## AREA 2



## LEGEND

- LEGO CANISTER
- RED POWER BRICK



## FREE PLAY AREA

- 1** Use a strong character to push a cart in front of the lasers, disabling them. Smash out the door in the wall, and use your superstrength again to pull a cart out and push it forward, disabling another set of lasers. Super-jump from the cart's top and over more lasers. Pull the lever on the wall, then use the Sonic Suit to destroy a glass case nearby for a LEGO canister.



- 2** Double-jump to the bars on the back wall, and use them to get over the lasers blocking the way. Smash the orange controls on the other side to deactivate the lasers. Send a penguin bomb through the hole in



the purple fence to blow up the controls on the other side, opening a gate. Pull the lever to deactivate another laser barrier near your starting location. Head to that newly opened room, which contains dinosaur bones. A LEGO canister is there for you to grab.

## FREE PLAY AREA

- 3** Use the Attract Suit to pick up 25 LEGO bits and deposit them in the Attracto canister to form a helicopter. Fly your chopper over the fence and land it on the mini-helipad against the right wall. Quickly fly the chopper across the room to land on a second pad and reveal the red power brick. Destroy the container with your helicopter's bombs. Now you can grab the red power brick.



## STEALING THE SHOW

### WALKTHROUGH

- 4** Ride the dinosaur skeleton through the brown crates blocking the way. Follow the hallway to the right and climb up the bars on the wall to reach the stairs. Follow the upper hallway to the left, and assemble the pieces in the alcove to create a turnstile you can push. Keep pushing to move some equipment along a conveyor belt until it blocks the lasers. Have your partner run past the first laser barricade and step on the floor switch, then keep pushing to move the equipment until it blocks another set of lasers. Now you both can move forward.



## FREE PLAY AREA

- 5** Use a strong character to toss some equipment away from the wall. Super-jump to a ladder on the wall and climb to the walkway above. Follow the trail to the left and grab the LEGO canister you find. With your Sonic Suit, destroy the glass cases in the room below. Turn the leftover pieces into a lever; pull it to fire a shot at a caged LEGO canister, which falls to the ground. Pick it up to add to your stash.



- 6** Double-jump over the next set of lasers, then smash the controls on the wall to disable them so the Penguin can follow. Double-jump to the ladder in the room's back left corner, and smash the picture on the wall. Use the pieces to finish the ladder so the Penguin can climb up. Smash out the next picture and pull the lever that was hidden beneath to raise a wall in the room's center. Glide to a ledge on the room's right and pull a lever to raise another wall in the center. Put a penguin bomb through the hole in the wall at the room's center. The penguin bomb will bounce off the walls you created and detonate on the equipment in the back, ending the level.

# HARBOURING A GRUDGE

## MISSION BRIEFING

The BIRD and the CROC, together at last.  
What? You want me to **CLEAN YOUR TEETH**? Ugh!  
Wait. What's this? Cops! You hear them? Ha! They forget, we're creatures of **WATER**. Let's get out of here!

## STORY MODE BOATS

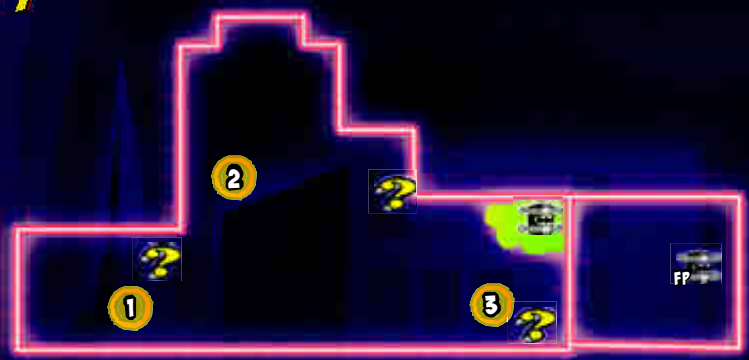


THE PENGUIN'S  
SUBMARINE



KILLER CROC'S  
SWAMP RIDER

## AREA 1



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUPER SECRET ITEM

**1** Pull up to the purple torpedo dispenser along the wall and grab three bombs. Approach the gun guarding the gate; when the purple reticle appears over the gun, fire a torpedo to blast through the gate. Destroy the three fuel tanks in the area to get a LEGO canister.



**2** When you get close, a purple reticle appears over the barrel floating in the green sludge; fire away. The green goo disappears, leaving behind a LEGO canister for your collection. Fire another torpedo at

the gate in the back wall to destroy it. Grab three more torpedoes, then move on to the next area.

## FREE PLAY AREA

**3** Use the Batboat to grab a bomb from the bomb dispenser on the area's left side. Drag it across the water to the harbor's right side. When you see the yellow reticle on the gate, release the bomb, destroying part of it. Grab another bomb to destroy the rest of the gate. Speed into the area beyond and grab a LEGO canister.



## CAUTION

STAY OUT OF THE SPOTLIGHT. IF YOU STAY IN IT TOO LONG, A MISSILE WILL LOCK ON TO YOU AND BLOW YOU OUT OF THE WATER!



### AREA 2



#### LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUPER SECRET ITEM

**1** Use your bombs to destroy the three green and yellow barrels dumping toxic pollutants into the harbor. After the last one is gone, the toxic spill disappears, making it safe for you to continue. Head to the area's back right corner to grab a LEGO canister by destroying some boats.



your collection. Destroy a second buoy, then use your torpedoes to eliminate more toxic barrels, cleaning up the area.

**4** Two turrets block your way to the next area; use more bombs to sink them to the bottom of the harbor, then open the gate.



**2** Go underwater with the Penguin's submarine, then head under the purple fence blocking your way. Steer your craft into the switch along the back wall to turn it green and open the gate you just drove your sub under. Tag

to Croc's boat and float through the toxic water to hit another wall switch; this opens a torpedo dispenser in the other area.



**3** Destroy the buoy in the area's front right corner to find your first secret item. Next, get a full head of steam, then move up the ramp along the connecting area, adding a LEGO canister to



**5** Two green switches are on the wall. Wait for the spotlight to pass by, then speed in and hit the switch to open part of the gate in the wall. Hit the other switch to open the gate completely.

**6** Destroy the remaining three floating buoys in the area and you get a LEGO canister for your trouble. Use your bombs on the three turret guns to open the gate to the next level.





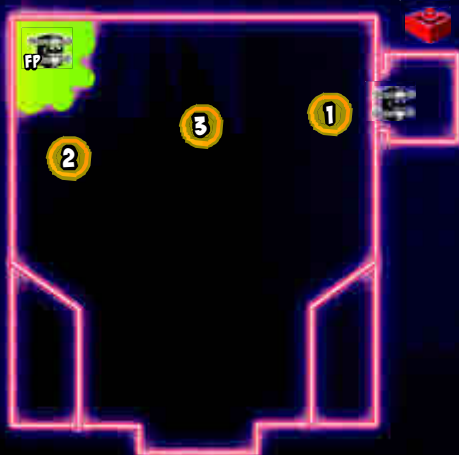
- 7 Use the Croc's vehicle to destroy the boat. Grab a LEGO canister hiding in the green toxic water.

## FREE PLAY AREA



- 8 Use the Batboat to drag some bombs into two switches on the area's right side, making a crate drop in the water. Destroy the crate and grab the LEGO canister inside.

## AREA 3



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- RED POWER BRICK

## FREE PLAY AREA

- 1 Use Robin's special torpedoes to destroy the brightly colored gate in the right wall. Head into the small alcove beyond to find a LEGO canister. Destroy the fence to the left and grab a red power brick hidden in an alcove.



- 2 Use Killer Croc to speed through the green ooze in the back left corner to hit the switch on the wall. This opens a bomb dispenser for you to access. Use your new bombs on the barrels of sludge in the left corner to

make the ooze disappear. Grab the LEGO canister left behind along the left wall.

- 3 Grab some torpedoes from the dispenser on the back wall. Circle around the large boat in the harbor's center, and fire your torpedoes when you see a purple reticle appear on it. When you run out of torpedoes, return to the dispenser for more. Keep blasting the large boat until a spotlight appears near the back wall and the bomb dispenser blows up. Then get the spotlight to lock onto you and fire its missiles. Drive close to the large boat to confuse the missiles into hitting it. A few missiles to it will sink it.





## MISSION BRIEFING

Bah! My beloved feline companion, stolen!  
 What's that? RESCUE HER? But – the operation! My...  
 my beautiful machine! Risk it all?  
 Yes, yes, of course she's worth it. I was just... waiting  
 for the right moment.

## STORY MODE CHARACTERS

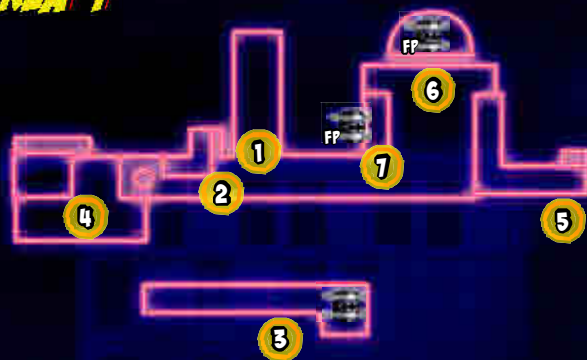


THE PENGUIN



KILLER CROC

## AREA 1



## LEGEND

LEGO CANISTER  
 FP FREE PLAY LEGO  
 CANISTER



**1** Run Killer Croc through the toxic ooze and smash the objects on the other side. Assemble the pieces on the ground to fix the large piece of equipment, then pull the lever to activate it.

**3** With an explosive penguin, destroy the manhole, then jump inside with Killer Croc. Follow the path to the right and through some ooze until you grab the LEGO canister.



## FREE PLAY AREA

**2** Use the Magnet Suit to climb the metal wall and collect all the valuables on the ledge above.



**4** Use Killer Croc to rip the door off its hinges, and fly across the water to the platform on the left. Pull the lever on the equipment to get it started, then smash all the objects around you. Assemble the pieces into a ladder

leading to a ledge above that you can use to get back.



- 5** Jump in the yellow tube and you pop out the one above you. Assemble the pieces on the ground to form the first half of a zip line. Float across the room to the left and assemble more pieces to create the second

half so Killer Croc can cross. Jump in the green tube to end up on the ledge above. Smash the red wall around the corner and jump in the red tube inside, and you'll come out the red tube to the right. Follow the path and use Killer Croc to rip off the tube's end so you can get inside.

## FREE PLAY AREA



- 6** Use the Joker's hand buzzer on the generator to fire it up, opening a gate for you to enter. Smash the objects inside the room and assemble all the LEGOs into some musical instruments. After you get the band back together, a LEGO canister appears.

## FREE PLAY AREA

- 7** Use the Heat Protection Suit to get past the red steam near the red pipes to enter a secret room. Push the equipment to the back right corner of the grid you find, and push the green turnstile in the room's center. Jump into the stream of water coming out of the equipment you moved and grab the LEGO canister you find. Repeat this process with the other corners of the room to find valuable studs.



## AREA 2



## LEGEND

- FREE PLAY LEGO CANISTER
- SUPER SECRET ITEM



## A DARING RESCUE

### WALKTHROUGH



- 1 Smash all the objects scattered around the sewer floor, then assemble the pieces into a giant riding crocodile. Jump on that giant croc's back and ride it through the debris blocking the tunnel. As you ride down the

tunnel, destroy the five televisions in the water to get a LEGO canister. Enter the blue door at the sewer's end.

### FREE PLAY AREA

- 2 Use the Sonic Suit to shatter the door at the top of stairs on the left. Pull the lever inside and the ramp outside turns into stairs you can climb. Enter the Score Multiplier room at the top of the stairs and snatch the LEGO canister.



- 3 Use Killer Croc to pull the grate off the vent in the wall. Break open the manhole cover and jump in. Follow the water tube to an upper walkway. Run to the left wall and pull another grate out of the wall. Send an

explosive penguin into the bottom vent, and detonate it when it reaches the shiny metal bars on the walkway above you. Assemble the pieces that drop to the ground into a giant fan that you can ride to the next area.



## AREA 3



### LEGEND

- LEGO CANISTER
- FP FREE PLAY LEGO CANISTER
- RED POWER BRICK



- 1 Smash the door to the far left stall and the toilet inside for a LEGO canister. Head through the red door to the next room, then use Killer Croc to pull the safe out of the wall. Jump from the safe into the pen against the wall.

Step on the circular switch to open a red door near the right wall that you can enter.



**FREE PLAY AREA**



- 2** Use the Sonic Suit to destroy the water cooler tank; then smash the rest of it and everything else in the bathroom. Assemble the pieces into a cannon that breaks the bathroom mirror, revealing a room beyond.

Head into the secret room and smash all the yellow piping. With a strong character, pull the blue equipment across the room. Grapple to the ledge nearby, where you can glide over to the top of the equipment you just moved. From there, glide to the next ledge and use the Technology Suit to raise the elevator to the left. Glide to the elevator's top and from there to the next ledge. Grab the red power brick.

**FREE PLAY AREA**

- 3** Use the Attract Suit to gather 25 LEGO bits from around the rooms, then deposit them into the Attracto container. This creates a LEGO canister for you to grab.

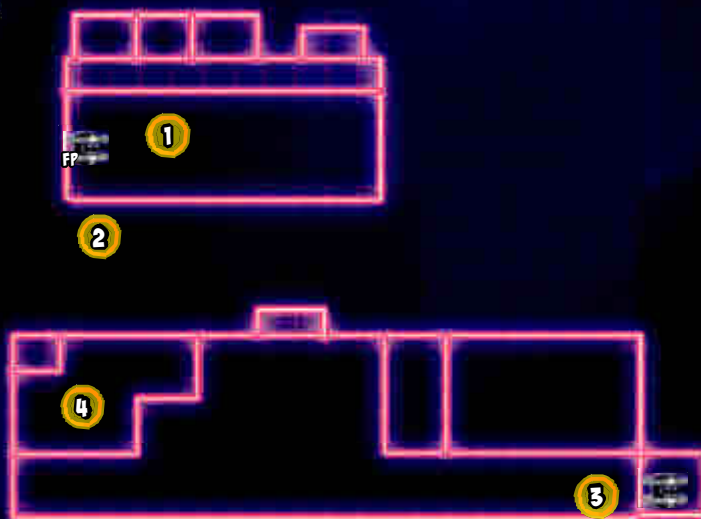


**FREE PLAY AREA**



- 4** Use a character who can bypass security to open the door in the back left corner, then head down the stairs. Break all the objects, and use the spare pieces to fix the two vehicles. Drive the repaired vehicles over the yellow parking pads in the back left corner. Use Mr. Freeze to chill the water puddle in the front left corner, then smash it to reveal a bike. Ride the bike over the third parking pad to get a LEGO canister.

**AREA 4**



**LEGEND**

-  **LEGO CANISTER**  
 **FREE PLAY LEGO CANISTER**



## A DARING RESCUE

### WALKTHROUGH



- 1 Pull the door off the cell and smash everything inside. Assemble the pieces to create a large fan that blows toward the upper walkway. Pull the lever on the right wall to open the cells, then use an exploding

penguin to blast open the silver doors. Stand on one of the red switches beyond while your partner steps on the other; this allows you to proceed to the next area.

### FREE PLAY AREA

- 2 Use the Magnet Suit to walk up the left wall. When you reach the ledge at the top, grab the LEGO canister.



- 3 After you enter the new area, fighting off a mob of police, head to the detention area's right side and use your superstrength to pull a cell door off the hinges. Enter the Score Multiplier cell and grab the LEGO canister.



- 4 Climb the ladder on the room's left side and float to a platform across the room. Pull the lever, then assemble the pieces that fall to the floor into a bomb. Push the bomb over the edge, and it will roll across the

room and bust open the cell on the building's other side, freeing Catwoman.



# ARCTIC WORLD

## MISSION BRIEFING

The time has come. Our perfect team has built my perfect dream. Brick by brick – a tower into the sky, unleashing PENGUINS across the city.

DON'T SNICKER! Let's just say, they'll be a BLAST!

Eh? YES, OF COURSE I MEAN THAT THEY EXPLODE. Now! To Work!

## STORY MODE CHARACTERS



THE PENGUIN



CATWOMAN

## FREE PLAY AREA

## AREA 1



## LEGEND

FP

FREE PLAY LEGO  
CANISTER



RED POWER BRICK



SUPER SECRET  
ITEM



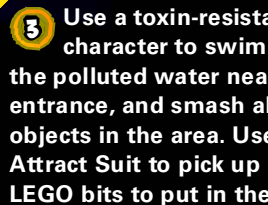
- 1 Destroy the first of three frozen igloos of the level, near your starting location. Decimate all the objects in the area, and smash the brown trees. Use Ivy's special ability to grow plants in the planters, then double-jump over the fence and into a Score Multiplier area for some studs.

## FREE PLAY AREA



- 2 Skate on the thin ice to crack it apart. Use a swimming character to dive to the pond's bottom and pull the lever. This opens the door to the shack nearby; enter it for a LEGO canister.

## FREE PLAY AREA



- 3 Use a toxin-resistant character to swim in the polluted water near the entrance, and smash all the objects in the area. Use an Attract Suit to pick up enough LEGO bits to put in the Attracto container. When the container is filled, a fishing pole is formed nearby and some colorful fish appear on the ice. Use the pole to put the blue fish in the blue tub and the red fish in the red tub, making more fish appear. Continue fishing until you put five red fish in the red tub and five blue fish in the blue tub, and you get a red power brick.



## ARCTIC WORLD

### WALKTHROUGH



- 4** Super-jump your way up the ice wall to reach the ledge above. Use the loose pieces you find to form a ladder on the wall so the Penguin can join you. Destroy the level's second igloo, then glide over to a path

on the right. Hop along the rectangular platforms, making them fall in the water below, until you reach solid ground on the other side.

### FREE PLAY AREA

- 5** When breaking the hydrants, use Mr. Freeze on the water that comes out. This freezes it, allowing you to super-jump atop the ice and over the fence. Use the Sonic Suit to break everything you see for some nice loot.



### FREE PLAY AREA



- 6** Use the Magnet Suit to walk up the building's metal side. Use a strong character to pull the panel off the wall, and then use the Joker's hand buzzer to start the generator that you find.

A grapple area appears to the right. Hang on and some equipment moves you around a giant neon face of the Penguin and right into a LEGO canister.

### FREE PLAY AREA

- 7** Use the Sonic Suit to shatter the glass wall, then jump inside for a LEGO canister.



- 8** From the ledge, float over to the large blue fan, tag over to Catwoman, and have her pull the lever to get it working. When the Penguin floats up to the next ledge, send a penguin bomb through the small hole in the wall.

It explodes on a ledge above, sending debris crashing to the ground. Double-jump up the cliff walls and push all the frozen objects off the edge. After smashing everything on the ground, put the pieces together to form a bulldozer.

- 9** Get in the dozer and smash the third igloo at the trail's end, to the right. Then smash the ice at the trail's left side and assemble the pieces to fix the large pump. Jump on the green switch to inflate a bridge across



the water. Now drive the bulldozer over the new bridge, smashing through an ice wall, and park it on the white elevator platform. Use the pieces on the ground to form a lever you can pull to raise the elevator. Quickly jump in the bulldozer and smash through the ice covering the exit before the elevator drops back down.

### FREE PLAY AREA



- 10** Super-jump up to the ledge on the right and use a bomb to blow up the equipment against the wall. Use the leftovers to form a handle on the nearby cage; then pull it off using a strong character. Access the security panel and have a grapple character ride the lift on the left to the hilltop. Slide down the hill, crossing through the markers as you go, then ride the lift back up to do it again with the other set of markers. A nice LEGO canister is your prize.

## AREA 2



### LEGEND

-  FREE PLAY LEGO CANISTER
-  SUPER SECRET ITEM



- 1** Use your bombs to free the metal seal statues, and ride them around the room, smashing everything around; then fix the blue and white floor. Push the heater along the floor to the end, and it will melt the ice blocking

a small alcove. Have Catwoman access the security panel on the wall to open the exit door.

### FREE PLAY AREA



- 2** Use the Sonic Suit to shatter the circular window, and a great white shark appears. Luckily it just brings a LEGO canister for you.

### FREE PLAY AREA

- 3** Jump over the green ooze on the room's right side, and use a strong character to pull the equipment off the wall. Drag it over one of the floor switches. After you and your partner stand on the other two switches, a LEGO canister is yours.



- 4** Past the door is a snowy, slippery slope. Slide along the right side and pass through three ski gates. Pass through two more on the left side, and you earn a LEGO canister.





## ARCTIC WORLD

### WALKTHROUGH

### AREA 3



### LEGEND



LEGO CANISTER



FREE PLAY LEGO  
CANISTER



- 1** Use a bomb to destroy the metal cap on the left wall, then assemble the pieces into a bounce pad. Have Catwoman super-jump into the air to grab a LEGO canister.

- 2** At the area's center is a giant laser shooting a ray at the wall. Push the laser's green handle to the right to turn it. Direct the ray at a target on some equipment on the next level. After activating the first piece of equipment, keep pushing the handle and aim the ray at a second target to the left of the first.



- 3** When a spotlight shines down on you, stand next to the second laser at the area's center, which is frozen in ice. A bomb drops, shattering the ice, so watch out. Assemble the green pieces on the ground into a handle you can

push. Aim the laser at the two targets on the right side of the room this time.

- 4** Use Catwoman to double-jump to a bar on the right wall, making some stairs in the snowy hill. Tag over to your partner and move to the next level. Make your way around the area to the left, smashing everything as you go. Assemble some pieces at the end to form a zip line Catwoman can use to reach you. Head to the area's center and pull some levers to successfully complete this level.



### FREE PLAY AREA

- 5** Use Mr. Freeze to make some ice on the area's right side. Push the ice against the wall, then have a super-jump character get on top. Pull the lever to lower a cage from the ceiling. Bomb it open and grab the LEGO canister inside.



### FREE PLAY AREA

- 6** Use the Water Suit and jump in the water. Move under the ice chunk floating there and rise inside it for a LEGO canister.



# A SURPRISE FOR THE COMMISSIONER

## MISSION BRIEFING

Harley, can I tell you a joke? COMMISSIONER GORDON. He... He thinks he runs the city! HA HA HA!

But Gordon can get us the Batman. He'll run straight into our trap. Be sure to shout "SURPRISE!"

## STORY MODE CHARACTER



THE JOKER



HARLEY QUINN

## AREA 1



## LEGEND

FP FREE PLAY LEGO CANISTER

? SUPER SECRET ITEM

## FREE PLAY AREA



- 1 Use a strong character to push the heavy container to the wall; then, with a super-jump character, get on top of the equipment. From there, double-jump to the ledge on the building on the left side. Run into an alcove for a hidden LEGO canister.



## CAUTION

DO NOT FALL INTO THE DARK DIRTY WATER OR YOU'LL DIE A HORRIBLE WATERY DEATH!



- 2 Use Harley Quinn to super-jump to the upper walkway of the nearby building. Push the green turnstile to open a door below. Tag over to the Joker and jump on the second half of the yellow floor lever, opening a door above

for Harley Quinn to move forward. Jump on the first half of the yellow floor lever to raise a second door above you. Tag back to Harley Quinn and destroy the power generator on the wall.

- 3 Assemble the LEGOs on the ground to form a lever, then tag back to the Joker to assemble more LEGOs into an explosive canister. Tag back to Harley Quinn and jump on the lever to detonate the canister, then jump on the yellow floor switch to lower a wall below you. Tag to the Joker and jump on the yellow platform on the wall. After Harley Quinn moves forward, jump on the next yellow platform and wait for her to move forward again.





## A SURPRISE FOR THE COMMISSIONER

### WALKTHROUGH

#### FREE PLAY AREA

- 4** Use your Sonic Suit to shatter the glass door in the wall at the upper walkway's end; run into the room beyond for a LEGO canister. Head down the boardwalk to the left and use Mr. Freeze's ice gun on the blue water particles in the air to freeze them over. This uncovers the first of three hidden ice-cream cones.



#### FREE PLAY AREA

- 5** Destroy the boards blocking the entrance to the distant building; run inside and bomb open the door in the left wall. Shoot everything you see and head to the machine in the back room. Assemble the loose pieces on the ground into a lever you can pull. This opens a door in the machine, where you find another LEGO canister.



- 6** The next building on the boardwalk is locked. Head to the right of the shop and use your electric hand buzzer on the generator to open the place. Run inside and wreak havoc on the place. Destroy everything you can and collect the goodies that spill out.



#### FREE PLAY AREA

- 7** Along the boardwalk's edge is another icy patch with floating water particles. Use Mr. Freeze to blast those particles and uncover a second hidden ice-cream cone.



- 8** Use your hand buzzer on the generator next to the Ferris wheel control room. Collect the loot inside, then blast your way into the Ferris wheel area and jump in the red cart. Harley Quinn will activate the ride, sending you skyward. Jump on the roller-coaster tracks and follow them to the left. Wait for Harley to get in the red cart, then jump on the yellow floor switch to bring her up to the coaster with you. Double jump Harley Quinn to get the LEGO canister on the tracks. Follow the tracks through the tunnel on the right.

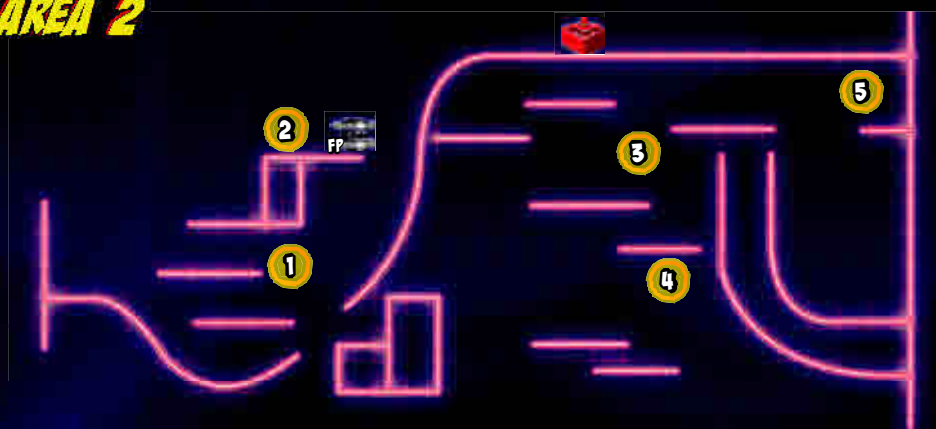


#### FREE PLAY AREA

- 9** Use Robin's Magnet Suit and climb the metal wall to the walkway above. Pull the lever on the left wall to open the nearby doors. Pull the lever in the right door to open a secret door in the building, which is hiding a LEGO canister. Pull the lever in the left door to fall to the ground below. Stand in the circle below the secret door you opened and use a grappling line to snag the LEGO canister above you.



## AREA 2



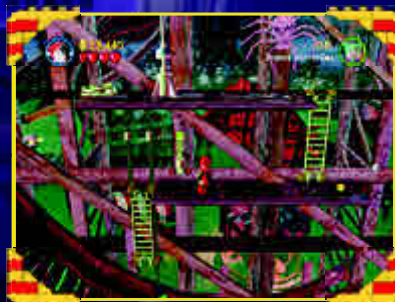
### LEGEND



FREE PLAY LEGO  
CANISTER



RED POWER BRICK



- 1 Follow the tracks down a steep drop, then use Harley Quinn to jump on the ladder to reach a walkway above you. Pull the lever on the wall to lower the ladder so the Joker can follow. Climb the next ladder to access

another walkway. Assemble the LEGOs on the ground. This forms some rails along the wooden beams as well as lots of studs.

### FREE PLAY AREA

- 2 Use the Demolition Suit to destroy the shiny metal equipment, leaving behind some loose LEGO pieces. Put them together to form a grapple area, then grapple to the ledge above. Use the Magnet Suit to climb the metal wall. Run along the ledge at the top and collect the LEGO canister you find.



### CAUTION

**DO NOT JUMP THE INDESTRUCTIBLE WOODEN BARRIER AND FOLLOW THE ROLLER-COASTER TRACKS TOWARD THE SCREEN. THE TRACKS WILL RUN OUT AND YOU'LL FALL TO YOUR DEMISE.**



- 4 Destroy all the equipment on the ground and assemble the pieces into some green rails for you to climb. Climb the ladder and use Harley Quinn to jump up the next two walkways; pull a lever to lower a ladder.

Tag to the Joker and jump to a platform on the right. Use the joy buzzer to activate the generator. This starts the roller coaster that runs along the tracks, and it smashes through a tunnel on the right. Drop to the track below and follow that coaster!



## A SURPRISE FOR THE COMMISSIONER

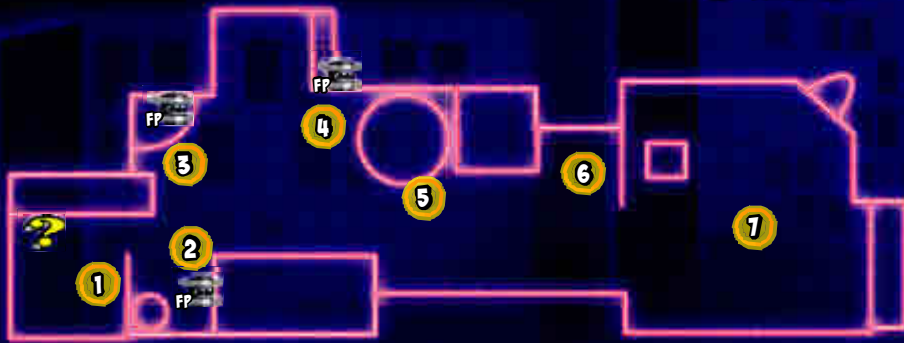
WALKTHROUGH

### FREE PLAY AREA



- 5 From the roller-coaster generator, use a flying character to reach a ledge on the right, where you can grapple to the tracks above you. Follow the tracks to the left, collecting studs and using a bomb to blast the debris in your way. Grab the red power brick you find on the tracks. Slide down the tracks—push to the right when the tracks run out so you land safely on a platform.

### AREA 3



### LEGEND

- FP FREE PLAY LEGO CANISTER  
? SUPER SECRET ITEM

### FREE PLAY AREA



- 1 Bust up all the cans and crates you see, and collect the goodies that spill out. Assemble the loose pieces on the ground into a large water gun; then jump on the circular lever three times to fire out three blasts of water. This creates a small pool with floating water particles. Use Mr. Freeze to turn that water into the third large ice-cream cone, revealing a LEGO canister.

### FREE PLAY AREA

- 2 Destroy all the LEGO equipment in the area, then use the Attract Suit to collect leftover LEGO bits on the ground. When you have 25 pieces, deposit them in the Attracto container. This forms a car in the fenced-in area to the right. Now use the Technology Suit and access the green tech panel next to the metal fence to drive each car into its matching color in the finishing area. You receive a LEGO canister for your trouble.



**FREE PLAY AREA**

- 3** Climb the stairs to access the upper walkway of the building nearby. Run to the duck tank, and use the Water Suit to sink to the tank's bottom; grab the LEGO canister there.



**FREE PLAY AREA**



- 4** Get into the ice-cream van you find on the right side of the boardwalk and drive it to the glass garage door to the merry-go-round's left. This opens the door, allowing you to grab a LEGO canister inside.



- 5** Move down the boardwalk to the right until you reach a broken-down merry-go-round. Use your electric hand buzzer on the generator to the right to get the thing spinning again; collect the studs that spill out.



- 6** Destroy the equipment at the boardwalk's edge, along the waterline, and assemble the LEGOs into a cannon that fires at a nearby shop, destroying the door. Enter the building and obliterate everything you find;

you'll then see blue, red, and yellow blinking lights. Run outside to the shop's right and jump on the circular lever at the center, then the left, and then the right. Stepping on all three activates a lever on the right. Pull this to open a gate in the right wall, allowing you to continue.

- 7** There's Commissioner Gordon. Say hello with a few hits to his face. He doesn't like that and takes off running while sending in reinforcements to fight you. Use your hand buzzer on the generator next to the crane to get it working. Climb the ladder and get inside. Pick up the pink teddy-bear bomb with the crane and drop it on the police van. After it blows up, return to the ground and throw a few more punches at the commish. When he retreats and sends in another van, get in the crane again to blow it up. Repeat this process until you finally have Commissioner Gordon right where you want him, and the level is over.





# BIPLANE BLAST

## MISSION BRIEFING

When will that caped goon learn to **LIGHTEN UP**? I do love an evening flight over the city. Don't you, Scarecrow?

So many obstacles to send Batman crashing to the ground. I'm... I'm so **EXCITED**!

## STORY MODE PLANES

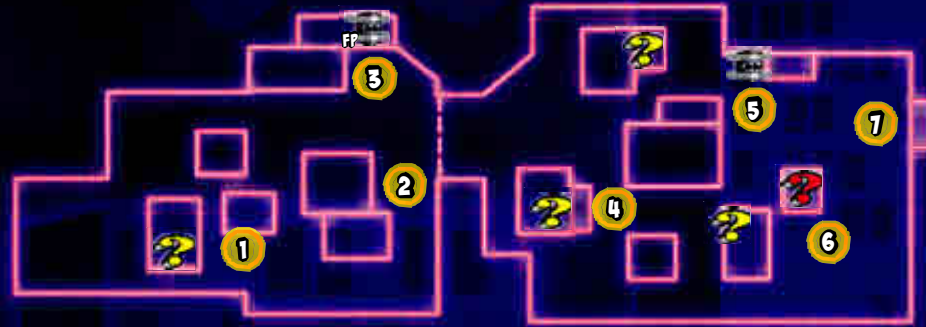


THE SCARECROW'S  
BIPLANE



THE JOKER'S  
HELICOPTER

## AREA 1



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- SUPER SECRET ITEM



- 1 Destroy all the machinery on the rooftops, including the first of 10 brown water tanks.

- 2 Take out more equipment to reveal a bomb dispenser against the back building. With the helicopter, grab a bomb and drag it into the gate in between the two buildings to the right. This destroys the gate, opening the way for you to move forward.



## FREE PLAY AREA

- 3 In the map's next area is a missile dispenser on the back wall. Use a super hero aircraft to grab some missiles, then head back to the section you came from and fire at the metal beams that have a Bat-Symbol. The gate shatters. Use the Batcopter to shoot the four lights, then grapple the area where you see the blue reticle to reveal a LEGO canister.



- 4 Use the helicopter to pull the tower's top off the building. Grab the LEGO canister that was inside.

**5** Fly around the area and destroy three more super-secret brown water tanks. Grab a bomb from the first section and blow up the metal door in the back building. Shoot the three green balloons that float out to get a LEGO canister.



**6** Destroy the helicopter pad on the area's right side before the helicopter takes off; this is the first of five hidden around the level that you must destroy in order to get a red power brick.



**7** Continue to smash everything on the rooftops, and you'll find a torpedo dispenser. Use the torpedoes to blast the large turret gun on the back building. After a few hits, the large gun turns and fires at the glass wall to the right, shattering it so you can move on to the next area.

## AREA 2



### LEGEND

- LEGU CANISTER
- FREE PLAY LEGO CANISTER
- SUPER SECRET ITEM



**1** After reaching the new area, shoot everything on the rooftops, including two more brown water tanks and two more helicopter pads. In this area is the first of three purple spinners that will need to be shot

within quick succession. Shoot the first of three to reveal the Joker's face. After all three are revealed, shoot the purple silos that pop up and collect a LEGO canister when the final silo is destroyed. Switch to the helicopter and grab a bomb from the dispenser you find. Head to the area's start and bomb the equipment there. This destroys

a powerful fan, and a LEGO canister that was floating in its breeze falls down for you to nab.

**2** A large gun tries to shoot you out of the sky. Grab some powerful torpedoes from a dispenser on the rooftop, and fire at the gun until the skies are friendly again. Head for the large barrier on the right building and shoot the clock in the center. Keep on firing until you destroy the barrier so you can move forward.





### FREE PLAY AREA

- 3 Use the Batwing to grab some missiles from the first area, then fire away at the debris blocking the path along the back building. After clearing the debris, use the helicopter's tow line to grab the equipment and pull it to the side. Now you can head past the equipment and snag the LEGO canister.



### BIPLANE BLAST

#### WALKTHROUGH



- 4 Grab a torpedo from the dispenser and blast the Scarecrow billboard in the front right corner. Head into the space beyond and take the LEGO canister in the back right corner. With the helicopter, grab a

bomb from a dispenser you find and return to the main area. Use your bomb and your guns to blast apart the brick wall along the building to the right. After the wall is gone, blast another helicopter pad and two more brown water towers, then fly to the next area.

### AREA 3



#### LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- RED POWER BRICK
- SUPER SECRET ITEM

- 1 Shoot the first brown water tower of the area, then the purple and green billboard on the area's left side to reveal a hidden section. You'll find a missile and bomb dispenser inside.



### FREE PLAY AREA



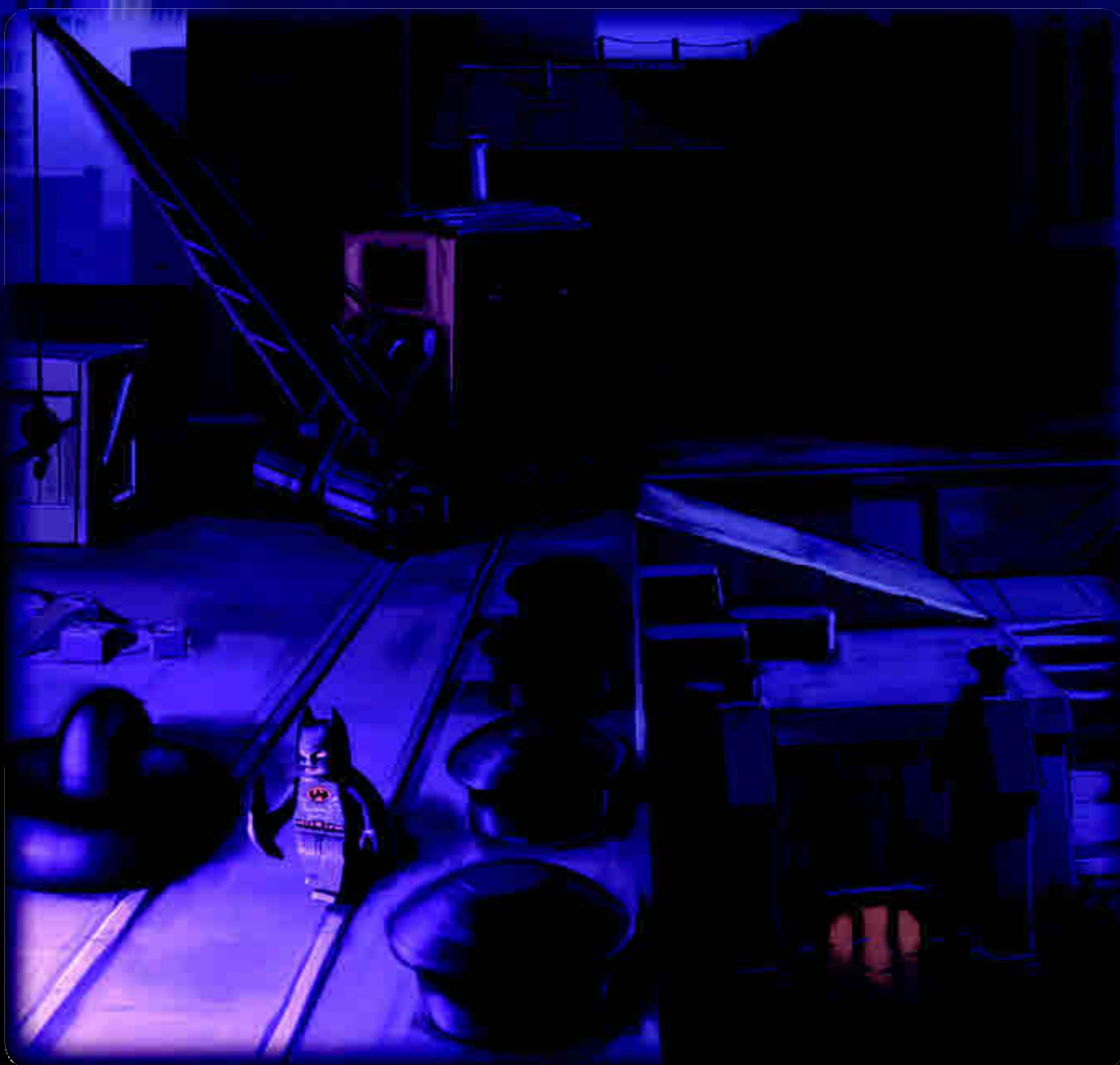
- 2 Switch to the Batwing and stock up on missiles from the dispenser. Shoot the railings by the train track in the area's rear; then torpedo the Bat-Symbol to break the equipment, causing a train wreck. Use a helicopter to grab a bomb and drag it into the train's silver carriage. After the train blows up, a LEGO canister is yours for the taking.

**FREE PLAY AREA**

**3** Fly to the area's right side. Using missiles from the Batwing, blast the Bat-Symbol on the equipment. After the equipment is destroyed, fly into the area beyond and shoot the last brown water tank for a LEGO canister. Grab a bomb with your helicopter and drag it into the metal cage at the new area's center. After the cage blows up, a LEGO canister is yours.



**4** Grab a bomb and drag it into the equipment on the back left corner of the building; a turret gun then appears. Grab another bomb and drag it into the equipment in the back right corner to make another turret gun appear. Use the Scarecrow's large torpedoes on the turret guns; this makes them fire at the large aircraft flying around the area. After enough hits, you blow the aircraft out of the sky and win.





# THE JOKER'S MASTERPIECE

## MISSION BRIEFING

Well, that PLANE CRASH was quite a thrill, don't you think?  
Now, where are we? Ah! GOTHAM ART GALLERY.  
Beautiful, Scarecrow. Just beautiful!  
No, no, no – not the paintings. My lovely grinning face!  
He he he!

## STORY MODE CHARACTERS



THE JOKER



THE SCARECROW

## AREA 1



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- RED POWER BRICK
- SUPER SECRET ITEM



- 1** Assemble the LEGOs along the left wall to fix the generator, then slide the brown pillars along the checkerboard floor nearby. Stand on the elevator while your partner pulls the lever; this raises you up,

then use the Joker's hand buzzer to raise the elevator high enough so you can jump to the ledge on the right.

- 2** While you're on the second floor, smash the black rope ties on both sides of the ice chunk blocking the path heading down. This drops a chandelier, smashing the ice. Return to the bottom floor and turn some loose pieces



into a ramp leading up. Back on the second floor, access the security panel in the back right corner to open the door to the next level.

## FREE PLAY

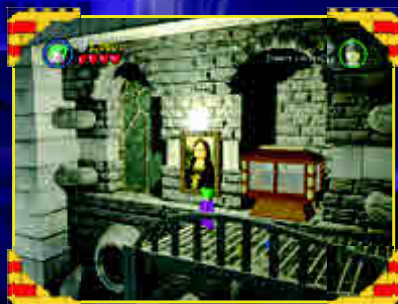


- 3** Destroy the gargoyle atop one of the pillars on the room's right side with a Batarang. Turn the debris into a lever; pull it to lower the right pillar, which you can use to jump to the tall pillar's top. Stand on the red floor switch there while your partner stands on the other pillar's switch. A picture opens in the wall nearby, revealing a LEGO canister for your collection.

## FREE PLAY AREA



- 4** Super-jump to the balcony on the right wall. Bomb the door on the second-floor balcony, and put on the Heat Protection Suit to head inside. Push the red box into the nook on the left side of the checkerboard flooring. Push the green box along the floor and up to the green picture on the wall. Next, push the blue box along the floor until it is in front of the blue picture. And, lastly, push the red box in front of the red picture to receive a red power brick.



- 5** Smash the brown cart along the right wall and turn the remains into a fan. Ride the breeze to the ledge above and smash another brown cart to find your first of three secret items of the level.

- 6** As you head up the curving hallway, blast the control panel on the wall behind the set of lasers to knock the lasers out. Move into the alcove for a LEGO canister. In the next room, create a turnstile near the right wall and push it around to open a door in the wall. Use your hand buzzer on the generator inside to open the gate to the next area.

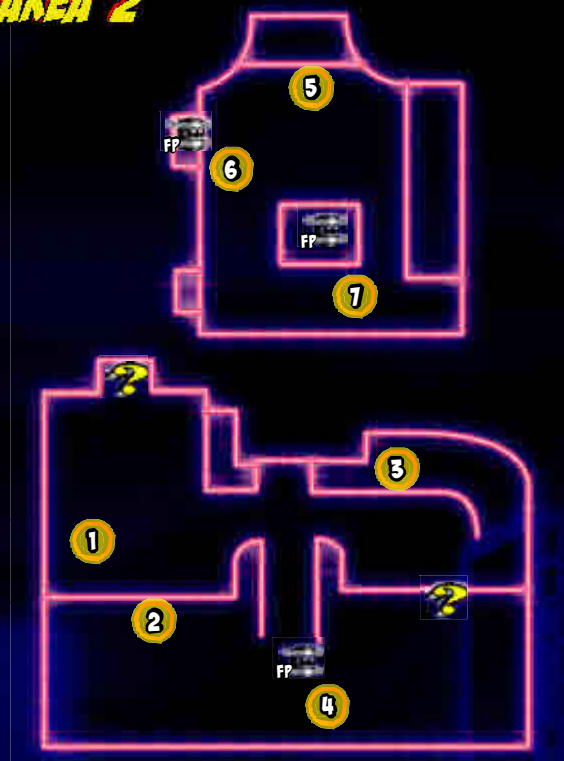


## FREE PLAY AREA



- 7** With a super-jump character, leap to the high ledge on the left. Push the pillar along the floor until the yellow ball on top rolls off. It shatters on the ground, leaving behind a LEGO canister.

## AREA 2



## LEGEND

- FREE PLAY LEGO CANISTER
- SUPER SECRET ITEM

- 1** Smash another brown cart on the first floor to find the level's second secret item. Using the Joker, head up the stairs; go into the room on the left and pull the lever on the wall. This opens a security panel nearby. Break it apart to disable the lasers on the first floor. Smash all the tables and chairs, and put the leftovers on the wall to form some bars.





## THE JOKER'S MASTERPIECE

### WALKTHROUGH

#### FREE PLAY AREA



- 2** With the lasers deactivated, smash the walls that were behind them. Use the debris on the ground to fix the blue and white floor. With the floor complete, slide the brown box to the wall so your partner can climb up. Smash

the brown cart in the room's rear to find the third hidden item, and you receive a LEGO canister. Push the pillar to the room's center and climb the bars on the wall. Jump to the pillar you moved, then have your partner push it closer to the ledge; from there, leap to the ledge on the right. Assemble the pieces you find into a fan that blows away some toxic gas.

- 3** Using the Joker, run up the stairs on the upper walkway's right side until you reach a ledge. Form the pieces you find into a fan in the wall; this gets rid of more gas, opening the way to the next area.



#### FREE PLAY AREA



- 4** Use the Sonic Suit to shatter the brown box, then grab the LEGO canister inside.



- 5** Smash the pictures on the right wall, then bash the equipment next to the back wall. Use the leftovers to form a turnstile. Push it to lower a platform you can jump on and ride up to the next level. Smash everything you

find up there, and turn the leftovers into some bars on the wall. Jump from the bars to the landing on the right. Pull the lever, and LEGO bits spill onto the floor below. Drop down and turn those pieces into a generator. Fire it up with your hand buzzer to open the elevator to the right; then jump inside with your partner.

- 6** With a strong character, push the door in on the left wall. Grab the LEGO canister that was hiding behind it.



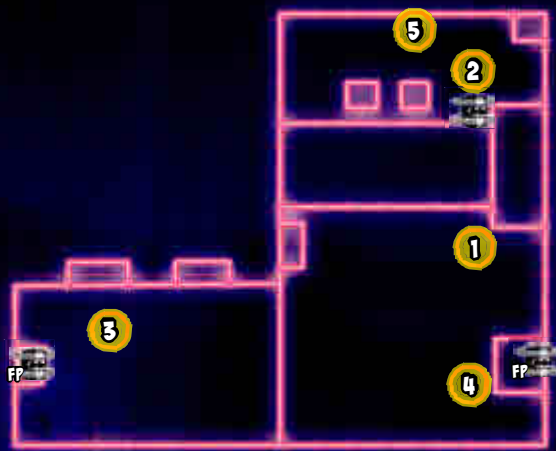
#### FREE PLAY AREA



- 7** Put on the Heat Protection Suit, and pull the lever in the front right corner under the burning pipe; this raises a cage off the center display case. Next, use your bombs to destroy the silver LEGO cage outside the display case. When all the cage is gone, use the Sonic Suit to shatter the glass case. The sculpture inside is a little too artsy for your taste, so smash it to pieces. Use the leftover pieces to finish the Joker mural on the floor; you get a LEGO canister for your troubles.



## AREA 3



### LEGEND



the right wall to raise a brown box next to you. Push this along the floor to the other side. Use your hand buzzer on the generator, and the box will move along an assembly belt to the room's other side.

- 2** Pull the lever again to bring up another box; push it along the floor like the last one. Activate the generator again to send it across the room. When it reaches the other side, it breaks open and reveals a LEGO canister.



### FREE PLAY AREA

- 3** Use a super-jump character to leap up and grab the bar on the wall. As you hang on, a wall to the left rises, revealing a hidden room.

Use your mind-control ability to have the person in the newly discovered room step on the red floor switch; then pull the lever on the wall. This releases a brown crate on to the main walkway. Smash it open for a LEGO canister.



### FREE PLAY AREA

- 4** With a super-jump character, leap into the box at the stack's top for a LEGO canister.



- 5** Smash the debris in the green ooze's back left corner, then assemble the LEGOs into a box. Pull the lever on the wall to send that box to the platform above.

Get in the crane in the next platform's back left corner and use it to pick up the box you made. Drop it on the orange square on the ground. Use the crane to pick up the box you sent over earlier on the conveyer belt, and drop it on the second orange square on the ground. This extends a walkway back to the first part of the room, allowing your partner to join you. Access the security panel on the wall in the back right corner to open the exit doors.





# THE LURE OF THE NIGHT

## MISSION BRIEFING

Gah! This is NOT FUNNY! If we don't make it to Gotham Cathedral, this joke will never get its PUNCHLINE!

Hey, moth man! What's the biggest moth in the world?  
A MAMMOTH!

## STORY MODE CHARACTERS

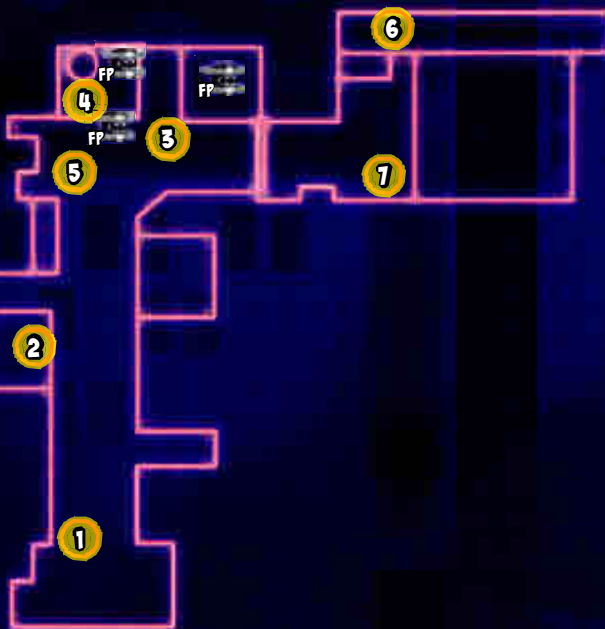


THE JOKER



KILLER MOTH

## AREA 1



## LEGEND

FP FREE PLAY LEGO CANISTER



- 1 Smash the garbage on the ground, and assemble the LEGOs you find into a small fan. Jump on top and ride the gust to the walkway above. Follow the walkway, collecting studs as you go. Using Killer Moth, follow

the line of studs through the air to another ledge, where he can assemble some LEGOs to create a zip line so the Joker can cross.

## FREE PLAY AREA

- 2 Bomb the manhole covers on the street. Jump in and grab anything inside.





box into a bomb that explodes and destroys the wall blocking the road, allowing you to continue.

- 3 Use the hand buzzer to power the generator in the building's top to create a new walkway. Fly Killer Moth over the gap and push the box along the checkerboard pattern and off the roof. Turn the debris from the

- 6 Destroy the container under the hanging ladder and assemble the pieces left behind to create bars you can climb. Use the hand buzzer to fire up the generator and ride the small gray lift to the rooftop. Run right along the bridge's wooden beams until you reach the next building.



## FREE PLAY AREA

- 4 From the area where you found the bomb, use a super-jump character to leap to the ledge on the left; turn the loose pieces into a bar on the wall. Super-jump your way to the bars and then to the rooftop. Use a bomb to destroy some equipment. Assemble the loose pieces into a spout and plant some seeds in the ground. Jump on the red handle to grow the plants. Smash the new vegetation and assemble the leftovers into a giant question mark, and a LEGO canister appears. Glide over to the rooftop on the right and fix the equipment on the ground. Push it against the wall, and a LEGO canister appears.



## NOTE

IF YOU FALL OFF THE BEAMS AND INTO THE MESH BELOW, YOU MUST GO BACK TO THE BRIDGE'S START TO TRY AGAIN.

## FREE PLAY AREA



- 7 Use a strong character to toss away some equipment by the water; assemble the pieces hidden underneath into a turnstile. Push this to lower a boat into the water; then hop on and take it for a spin through

the buoys. Go around three times to get a LEGO canister.

## FREE PLAY AREA

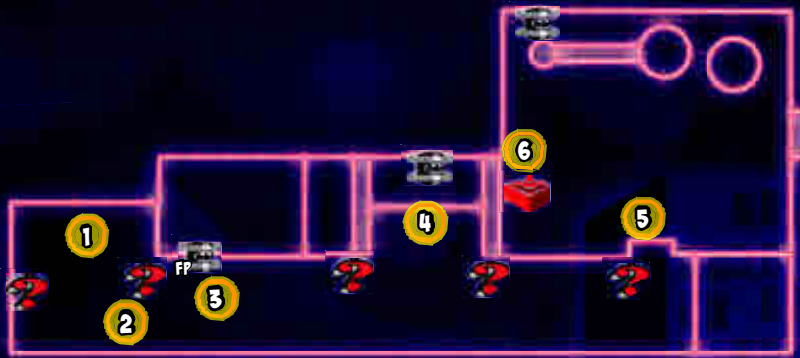


- 5 Use your mind-control ability on the guy in the closed-off room, and have him smash everything around him. Assemble the leftovers into some hanging bars; have him climb them to get over the wall to the room's other side. Now have him push the box on the ground, along the floor, and out a hole in the window. Use a bomb to destroy the box, and you get a LEGO canister.





### AREA 2



### LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER
- RED POWER BRICK
- SUPER SECRET ITEM



- 1** Smash the objects in the back corner, then use the Joker to grab on to the hanging bar. Your partner will step on the floor switch, raising the bar up the wall. From there, jump to another hanging bar and then jump

into an enclosed area. Use the electric hand buzzer to open the nearby gate, spilling LEGOs on the ground. Use another set of bars to climb out of the area and assemble the pieces into a flying helicopter. Take it for a spin and blast all the metal items on the ground as well as the debris blocking the road.

- 2** Be sure to shoot the five red-and-white hydrants in the area. After you destroy the fifth hydrant, you get a LEGO canister.



### FREE PLAY AREA

- 3** Use a bomb to destroy the metal equipment on the right wall and assemble the pieces into metal siding. Use the Magnet Suit to walk up the side. Jump off at the second balcony and grab a LEGO canister.



- 4** Use the flying helicopter to destroy the metal door in the broken building. Jump on the yellow switches on the equipment in the room's rear to lower a ladder on the wall. Climb up and grab a LEGO canister.





- 5** Use the helicopter to smash the gate to the park. Get the LEGO canister hiding behind the pillar in the area's back left corner, behind the pole. Climb the jungle gym to the top, and climb the bars on the

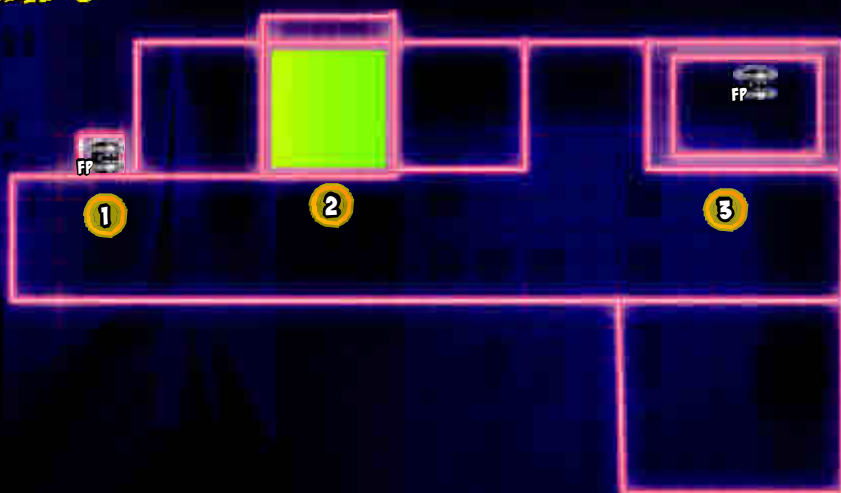
pillar to the hanging bridge above. Cross the bridge and use Killer Moth to fly to the tree fort to the right and push the garden gnome off the ledge. Assemble the pieces left behind to create a turnstile. Push the green side to open the gate nearby to continue.

## FREE PLAY AREA

- 6** Smash everything in the park, and use the Attract Suit to pick up LEGO bits and deposit them into the Attracto container. This creates two pots against the wall. Use Poison Ivy to grow a plant in one of them, then super-jump your way on top and into the air for a red power brick.



## AREA 3



## LEGEND

FP  
FREE PLAY LEGO  
CANISTER

## FREE PLAY AREA

- 1** Bomb the safe door in the building to open it, and grab a LEGO canister and studs inside.



- 2** Run into the green toxic ooze as the Joker and put the pieces back onto the giant jack-in-the-box. Once it is fixed, jump on the lever on the side and it explodes, revealing a giant robot. Jump in and use the giant



robot to blast your way through the barricade down the street; then blast all the police vehicles that block your path. Once the police are gone, you complete the level.

## FREE PLAY AREA

- 3** Climb the tall ladder to get inside the large water tank. Use a swimming character to dive to the bottom; step on the two red floor switches to drain the water. Use the Sonic Suit to shatter the case on the back wall and grab the LEGO canister inside.





# DYING OF LAUGHTER

## MISSION BRIEFING

If only all of Gotham could be this beautiful, Harley – so HOLLOW and EMPTY.

We've had some laughs, haven't we? But the biggest one tonight will be on Gotham City.

It'll be A GAS! Ahoo Ahoo hoo hoo hoo hoo!

## STORY MODE CHARACTERS

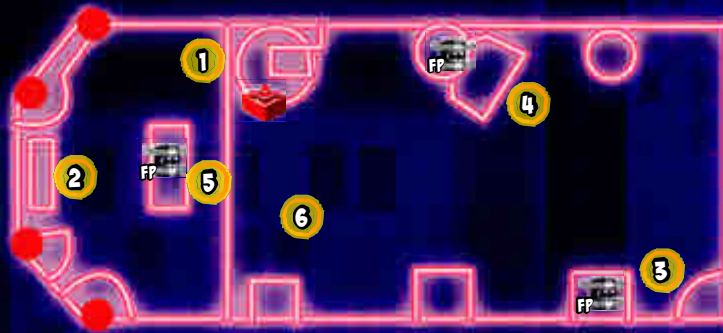


THE JOKER



HARLEY QUINN

## AREA 1



## LEGEND

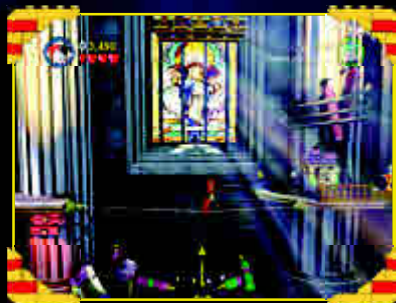
FP FREE PLAY LEGO CANISTER  
 RED POWER BRICK



**1** In the cathedral's rear, use your hand buzzer on the generator to fire it up, shattering equipment and lights in the area. Destroy the rest of the objects nearby with your guns. Turn the loose pieces on the ground into a rolling

cart. Push it to the end of the checkerboard floor, and a platform extends upward.

**2** Jump from the cart to a ledge on the wall and from there to the ledge around the support beam. Jump to the ledge on the right and assemble the LEGOs into a zip line you can cross. Hit the ladder to send it down for the Joker. Use his hand buzzer on the generator to make a lift drop down on the left. After you both hop on, it takes you to the level above.



## FREE PLAY AREA



**3** Use Poison Ivy to grow plants in the pots to the starting area's left. Double-jump to the top of the plants and then onto the zip line. Follow this to a small platform and a LEGO canister.

## FREE PLAY AREA

**4** Use a super-jump character to leap from one of the fallen brown beams on the floor to a high plank on the room's right side. Use a Sonic Suit to shatter the glass case in the pillar, then grab the LEGO canister inside.



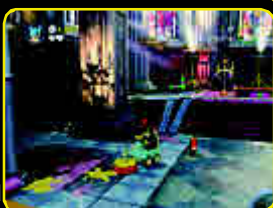
## FREE PLAY AREA



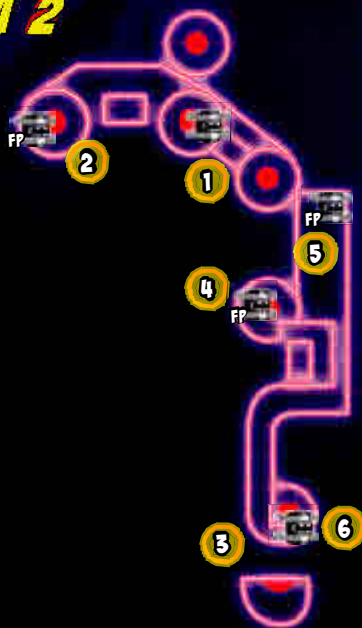
- 5** Use a strong character to move the ends of the large brown table, and a LEGO canister appears above it.

## FREE PLAY AREA

- 6** Climb the stairs to the balcony overhead. Batarang the two chandeliers hanging from the ceiling, making them smash on the ground below. Assemble the leftovers into a floor cleaner, and use it to clean up all the puddles on the ground. After the last puddle is gone, a red power brick appears on the balcony you were just on.



## AREA 2



## LEGEND

- LEGO CANISTER
- FREE PLAY LEGO CANISTER



- 1** Quickly cross the bridge to the starting point's right before it collapses. Follow the ledge and double-jump to the higher ledge in the wall. Follow the hallway to the right and up the stairs, smashing things as

you go. Construct a zip line with the pieces you find. Just after the collapsing bridge, tag over to the Joker and have him climb a ladder so he can cross the zip line you made. Use the hand buzzer on the generator to bring down a lift.

## FREE PLAY AREA

- 2** Use a bomb to destroy a metal gate to the lift's left, and assemble the leftovers into a ladder up the pillar. Climb to a small alcove on top for a LEGO canister.



- 3** Run quickly across the collapsing bridge to the lift's right. Run up the stairs and assemble the pieces at the top. Double-jump to a ledge on the right and smash some boards. Put these pieces on the others

you just made to form a hanging platform on which your partner can cross. Use the Joker's hand buzzer on the generator to create a ladder in the pillar to the left; climb into the attic.

## FREE PLAY AREA

- 4** Use the Magnet Suit to walk up the pillar's metal siding to an alcove above, where you find a LEGO canister.





### FREE PLAY AREA

- 5** With a super-jump character, jump atop the brown crate, which contains a canister. Tag over to your partner and have them jump on top as well to give it some extra weight so you can grab the LEGO canister inside.

Next, super-jump to a ledge on the left for another LEGO canister.

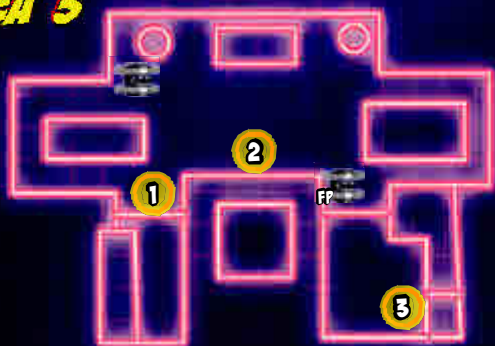


### FREE PLAY AREA

- 6** Use Mr. Freeze to freeze some ice particles on a platform near the cathedral's top. The particles turn into a statue you can bust open for a LEGO canister.



### AREA 3



### LEGEND

- LEGO CANISTER  
 FREE PLAY LEGO CANISTER

### DYING OF LAUGHTER

#### WALKTHROUGH

- 1** Double-jump onto the ledge on the left, then turn the loose pieces into a lever. Pull this to lower a walkway nearby. Follow the wall to the left and smash a film projector on top of the scaffolding. Turn the



leftovers into bars the Joker can use to climb up. Follow the walkway you just came from and stand on the orange circle while your partner does the same. This bangs the giant bell nearby, making a statue shatter. Jump on the circles a few more times and a LEGO canister drops out of the bell for you. Turn the leftover bits that fell out earlier into an electrode in the corner.

### FREE PLAY AREA

- 2** Bomb the metal beams on the ground, and assemble the leftover bits into two turret guns. Take control of the guns and fire at the large bells closest to the screen. Keep firing until a LEGO canister drops out that you can snatch.



- 3** Run to the attic's right side and super-jump to the scaffolding's top. Smash everything you see and assemble loose pieces into a lift to the left. Have the Joker stand on the lift to the left while you double-jump to the one you just created. This lifts the Joker so he can jump to the nearby platform and stand on the orange circle on the ground. You stand on the other circle, and a hammer bangs the large bell, shattering another statue. Turn the pieces on the ground into another electrode, ending the level.



# BONUS MISSIONS AND MATERIAL

## WAYNE MANOR

### MISSION BRIEFING

Bruce Wayne is a very wealthy man. So wealthy, in fact, he has studs just lying all over his mansion for you to collect. Try to grab 1 million as fast as you can.



Here is the very large mansion that our hero calls home. Use the grapple area on the building's side to access the roof high above.

Assemble the LEGOs on the house's left side to form some equipment you can access using the Technology Suit.



Knock the long ladder over the building's side to make it easy to get up and down.



Jump in the well to reach the next area.



Smash the green blocks to find hidden studs, because they will add to your stud total. Use a super-jump character to reach the high stuff.

You need a bomb to open some metal blocks, and you need a Sonic Suit to open others. Make sure you have all the equipment you need before starting this bonus mission.



The blue blocks you find are interactive; slide them across the floor to another location, or step on them to do certain things.



When the orange block takes you high into the air, headbutt the brown block above you to uncover valuable studs.



## BONUS MISSIONS AND MATERIALS

### WALKTHROUGH

You can push the metal ball around the area to smash all the orange fans.



After you smash everything in the area, use the Attract Suit to pick up the leftover LEGO bits and put them in the Attracto container for a prize.



Get in the green hover car and tow the metal ball behind you.



There are many vehicles to get in and ride around the area. Use each one to see what it does.

## ARKHAM ASYLUM



Destroy all the gym equipment for hidden goodies. Don't forget your cardio and run on the treadmill—some studs will appear over your head. Hitting the bags against the back walls also rewards you with studs.

Push the turnstile on the area's right side to move the soccer goal; then kick the ball out on the field through the goal. Do it right and you get some studs.



As you run around the maze in the next area, destroy the metal mushroom for some hidden goodies.



Jump on the large levers on the wall to open the door so you can get inside the room.



PRIMAGAMES.COM

## ACHIEVEMENTS

As you play through the game and complete certain tasks or objectives, you earn achievements. Each one is worth a certain amount of points. Some achievements are accomplished just by playing the game as you normally would, while for others you must go out of your way to complete them. If you play through the game and can find and complete all the achievements, you should end up with 1,000 points. The achievements are listed below.

Achievement Name	Requirement	Score
Boy Wonder	Perform 20 backflips in a row with Robin	10
Is It a Bird? Is It a Plane?	Glide for 9 seconds	10
Natural Habitat	Smash all streetlights in Gotham streets	10
Oh, I Got a Live One Here	Shock 30 people with the Joker's hand buzzer	10
Scare Tactics	Scare 5 enemies with the Scarecrow	10
There and Back	Destroy 10 objects in one Batarang throw	10
Eat Floor... High Fiber	Slam 20 goons into the floor with Batman	15
Gentlemen, Start Your Screaming	Knock 5 people into the ground with a vehicle at once	15
Ice to See You	Freeze 50 enemies as Mr. Freeze	15
Kiss from a Rose	Eat 15 enemies with the Venus ride on	15
Say Hello to My Little Friends	Defeat 20 policemen with penguin bombers	15
Sidekick	Complete a level in co-op	15
Start of Something Wonderful	As Batman, knock the Joker into a chemical vat	15
The Destroyer of Worlds	Destroy 12 objects at once with Bat Bombs	15
0000001 00000011	Build the giant LEGO robot	20
Atomic Backbreaker	As Bane, do the Backbreaker on Batman	20
Cobblepot School of Driving	Smash all the cars in the robot level	20
Down the Rabbit Hole	Use the Mad Hatter's mind control to walk 5 enemies to their deaths	20
Dressed to Impress	Get all suit upgrades	20
Heads I Win, Tails You Lose	Defeat 10 goons and 10 police officers with Two-Face in a level	20
Kill a Moth	Defeat Killer Moth	20
Make it Snappy	Build the Croc to ride on	20

Achievement Name	Requirement	Score
Nice Outfit!	Collect all suits	20
Shot to the Goon	Defeat 8 goons in 8 seconds	20
Smash Gordon	Defeat Commissioner Gordon with Harley Quinn's Hammer	20
Super Builder	Build 50 LEGO build-its	20
The Most Dangerous Man on Earth	Defeat the Joker, Two-Face, the Riddler, and Catwoman as Batman	20
Throwing Up	Throw 50 policemen with superstrength	20
Who Needs Curiosity?	Defeat Catwoman 9 times	20
Crime Lord	Complete the third episode (Villain)	25
Crusader	Complete the third episode (Hero)	25
Hero	Complete the first episode (Hero)	25
Super Hero	Complete the second episode (Hero)	25
Super-villain	Complete the second episode (Villain)	25
Vigilante	Rescue 25 civilians	25
Villain	Complete the first episode (Villain)	25
1007 Mountain Drive	Complete Wayne Manor bonus level	30
It's the Car, Right?	Unlock all vehicles (Hero/Villain)	30
Justice League	Unlock all the Hero characters	30
League of Assassins	Unlock all the villain characters	30
Thanks a Million	Complete Arkham Bonus Level	30
Unbreakable	Finish a level without dying (character) with no extras	30
Memorabilia	Collect all memorabilia	35
Be a Hero	Super Hero on every level	40
The Richest Man in Gotham	Max out the stud counter	40
The City Is Safe... for Now	100% game completion	50



# NOW AVAILABLE!



Locations for all LEGO canisters, Challenge canisters, and red power bricks!



Detailed walkthroughs for every adventure in all six episodes!



**EXCLUSIVE  
MAPS!**



Extensive tips for Freeplay mode!



New characters, vehicles, and game features revealed!



All-new quick reference guide with detailed information for every level!



LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. © 2007 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. and ® or ™ as indicated. All rights reserved. LEGO, the LEGO logo and the Minifigures are trademarks of The LEGO Group. © 2007 The LEGO Group.

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.



# NOW AVAILABLE!



## COVERS:

XBOX 360, PS3, NINTENDO Wii,  
PS2, PSP, AND PC!

## YOU CALL HIM DR. JONES, DOLL!:

EXTENSIVE WALKTHROUGHS FOR EVERY  
ADVENTURE AND TIGHT SITUATION IN ALL  
THREE MOVIES, INCLUDING FREEPLAY MODE!

## BONUS CONTENT: CONCEPT ART SECTION!

## X NEVER, EVER MARKS THE SPOT:

DETAILED AREA MAPS GET YOU TO YOUR OBJECTIVES AS WELL AS REVEAL  
THE LOCATIONS OF ARTIFACTS, PARCELS, AND MORE!

## DR. JONES, THE EMINENT ARCHAEOLOGIST:

COMPLETE INFORMATION ON ALL CHARACTERS' STRENGTHS AND WEAKNESSES,  
PLUS THEIR UNIQUE WEAPONS AND ABILITIES.

## GIVE ME THE WHIP!:

TIPS ON HOW TO UNLOCK HIDDEN CHARACTERS, LEVELS, AND OTHER GOODIES.

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. ©2008 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & ® or ™ as indicated. All rights reserved. LEGO, the LEGO logo and the Minifigure are trademarks of The LEGO Group. ©2008 The LEGO Group. All rights reserved.



LUCASARTS™